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EASY LIVES

The world's premiere tape-based cheats program, now with improved presentation and sound. GASP at the cosmetics, CHEER at the quality cheats, and FROWN at the crappy text used on the contents page to hype it, using CAPITALS to emphasise points...

REEL ACTION

'But I don't want a bath,' cried Billy, 'I want to play Beach Head 2. If smelling a bit fishy facilitates extra time spent with my C64 and Reel Action tape, then quite frankly, you can stuff your soap, mother.' We at COMMODORE FORCE don't condone such thoughtlessness, though. That Billy's bad news, with a terrible attitude — I mean, handling a Reel Action tape without bathing properly beforehand? Such blaspheme is not to be tolerated, and we hope other readers behave in a more civilised fashion.

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50 NEXT MONTH
What happens in the next issue of everyone's favourite FORCE magazine? What games will be reviewed? What will Reel Action contain? Turn to this page and be soundly teased...

IMPOSSIBLE MISSION 2

Sampled speech, superb animation, hair-raising playability... *Impossible Mission 2* has the lot. Having received an astounding 96% in its original ZZAP! review, we're more than proud to have this classic on our covertape — you lot out there, no doubt, will feel just as happy to play it.

BEACH HEAD 2

A classic war-orientated blaster, Beach Head 2 mixes frenetic action with a superb... wait for it... full two-player option! With bunkers to blow up, helecopters to fly and deadly knife battles across perilous waters... what more could you expect for Xmas? Okay, so it's not that festive, but at least it's got a sampled scream, um...

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COMMODORE FORCE

COMMODORE FORCE (incorporating ZZAP! 64) is Britain's biggest C64 mag – created by: Impact Magazines (UK) Ltd, Ludlow, Shropshire SY8 1JW

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impact MAGAZINES

All editorial and design is completey original. Any resemblance to other magazines living or dead is purely wishful thinking. Oh, and thanks for the fax, Andy — best laugh we've had in ages...
Cover by: Oli Frey

WHAT'S HAPP

There are, to be condescending and tell you what you already know, many ways of looking at things. For example, I don't own a car, and suffer from a lack of real mobility. On the other hand, hooray — I don't have a car, don't have to pay for insurance, petrol, maintenance... and I can sucker friends into driving me around with minimal hassle. Disadvantage? Ha! No way!

Okay, I'll get to the point — COMMODORE FORCE now costs £3.50 per issue. But look at it another way — wow, COMMODORE FORCE only costs £3.50 an issue! On this month's Reel Action is one of the biggest and best C64 titles ever. *Impossible Mission 2* scored an astonishing 96% in its ZZAP! review, and it's not the only title on RA this month. When you consider C64 budget software sets you back £3.99 — and that's for just one game — is £3.50 too much to ask for, when for that sum you receive top-quality games *and* the world's biggest C64 magazine? Basically, C64 software is becoming increasingly difficult to find, so we — being the caring, clued-up types we are — reckon you want games, and we're fully prepared to provide them. But only the best, mind. After discussing the difficulties and costs involved in licensing such prestigious titles every month, we felt a price increase would — as long you penny-pinching lot out there accepted the logic of it, something we believed you would — facilitate the existence of a better deal for everyone. Quality titles are expensive — it's not as if we're increasing the price for the sake of it. You want the best deal available and, hand on heart, we want to provide it.

While I'm on the subject, you'll also notice there's only one tape this month — let's face it, you're be pretty stupid if you haven't. Well, to make things clear, we've abandoned the idea of cover-mounting two medium-sized cassettes in favour of one ultra-large spectacular. If you want the software and the best, most relevant and up-to-date C64 coverage, there's only one magazine to buy. That's COMMODORE FORCE, that is...

Yours,

James

James Price, Editor

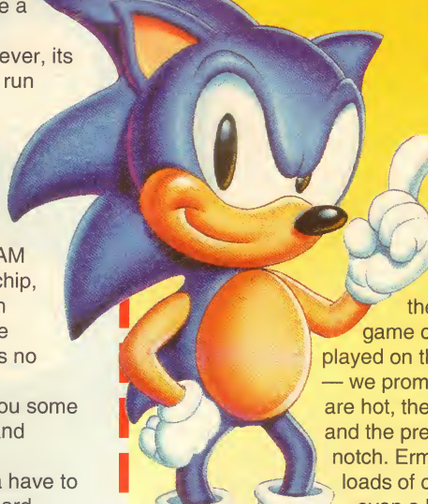
C65 EXISTS!

After years of speculation, we can reveal that the C65 *does* exist... and it's alive and well in America. There are only — according to our sources — 500 of the machines in existence, and these were bought by a company called Grapevine when Commodore had a warehouse clearance. How the C65 never reached production is a mystery to us, but apparently, one month before the machine went into mass production, Commodore pulled the plug on the project.

The C65's specifications either resemble a souped-up C64 or a cut-down Amiga — whichever way you want to look at it. However, its most impressive capability is the power to run C64 software — a bonus and a half, especially when you consider the worst teething trouble a computer can experience is a lack of software during the year subsequent to launch. The machine has a four Mhz clock speed (compared to the C64's 0.5 Mhz), 512k RAM (expandable to four Megabytes), a blitter chip, 256 colours, an impressive resolution (with interlace mode) and is recommended to be used with a VGA monitor. Oh yeah, there's no software made specifically for it.

As soon as we know more, we'll bring you some pictures and other info — until then, wait and wonder...

That's not all that companies in America have to offer, though. We've also heard rumours from reliable sources about soup-up kits for average C64s. Enthusiasts in Australia, Germany and many other countries have them, but for some strange reason we in Britain haven't — ironic really, considering the majority of the world's C64 users are based here. These kits come in many shapes, sizes and forms — RAM upgrades to 512k and above, extra chips to quicken the clock speed... there's a fair amount out there, and software supporting it, too. Most of the titles produced are one-man 'labours of love', but they're supposed to be pretty hot and, not surprisingly, are disk-only — but if you really wan well ove with insta ther that it. T and the a sp T time eval



SONIC THE C

Yes, it's true! After years, a Sonic the Hedgehog game can finally be played on the C64. It's great — we promise. The visuals are hot, the sound superb and the presentation top-notch. Erm, and there are loads of cheat modes and even a level select.

thes som our an e orien what Ther Hayw *Hea* Se artic WRI FOR

THE GANG AND THEIR GOINGS ON

JAMES PRICE

● 'Hey, I've got a big team at last,' said James. 'Now I can spend *all* my time going at the pub and, when it's closed, I can come down the the COMMODORE FORCE office and play *Mayhem*!' That's all very fine and well, but what do the others think of this? 'To be honest, I don't care,' exclaimed James. 'I reckon they should all get a pay cut for not being as good looking or talented as myself' he concluded, modestly.

MILES GUTTERY

● 'I've had enough of all this *Mayhem*-playing laziness from James' revealed Miles. 'I'm going to eat the disk. Here goes... chomp smack whistle... burp!... much better. That'll show him. And if he he wants to argue about it, I'll write to my MP and complain. He goes to Parliament, you know. And he sits close to John Major. Probably close enough to smell his pants. Or, if he wanted, close enough to grab the back of them, pull hard and shout 'MELVINED!' before running off into the sunset.'

WHO

hor son ear hila will fest Sug

PENING?

want, you can get a special one of those as well. Or, should you wish to go REALLY over the top, you could get a hard drive, with huge amounts of Megabytes. If the instant access of carts is preferable, there's a special device in production that allows you to 'snapshot' games onto it. The code is stored — intact, usable and any time, just switch on and choose the program — for up to ten years, due to a special battery…

The moment we hear more — hopefully in time for next issue — we'll give you pictures, evaluations and addresses to contact. Stay tuned.

He may have been around for an age and a half but, after being proclaimed the reader's #1, Clyde Radcliffe has stormed (yet again) to number one in the official Gallup Christmas chart.

IC ON C64!

Okay, we're lying. It's just a Sonic toy, and we've done the hilarious gag of putting it on a C64 and playing it. But hey — have you any idea how difficult it is to find C64 news these days? Oh well, we may as well fill up some space by doing a few shameless plugs for our sister magazines: MEGA MACHINES! What an excellent magazine! And totally Sega-orientated, too. Then there's SNES FORCE — what a superb Super Nintendo magazine! There's even C64 coverage in it — Chris Hayward likened a game he was reviewing to *Head over Heels* on the '64.

Send complaints concerning insipid news articles to: BEAVERS! YOU'RE USELESS AT WRITING NEWS ARTICLES, COMMODORE FORCE, Ludl…

FOXY FOXY DOMAIN

As you'll well know, we're always pleased to hear from PD libraries or newly-formed development teams. After all, with many commercial companies leaving the C64 scene, it's good to see *some* people are sticking with Commodore's little cherub. And you know what? We really like the guys from Fox PD, so here's their address: 6 Sturton Ave, Goose Green, Wigan WN3 6SZ. They've got a new compilation out, and if you ask them nicely for a catalogue, we're sure they'll send you one.

TOP TWENTY

Well, these C64 charts *are* all over the place, aren't they? Creatures makes it to the top spot this month, its hand obviously strengthened by the release of its successor's successor — Mayhem in Monsterland — and the battle between Kixx and The Hit Squad continues. Coo.

ELSPA CHARTS PENGUIN
COMPILED BY GALLUP · SPONSORED BY PENGUIN BISCUITS

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	The Simpsons The Hit Squad	£3.99
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	New Zealand Story The Hit Squad	£3.99
19	**The Addams Family** The Hit Squad	£3.99
	Pro Tennis Tour The Hit Squad	£3.99

HO'S DOING WHAT?

ROB MILLICHAMP

●'I don't want to be a pudding,' cried Rob. 'Can't I have a proper picture of me? I'll look really pretty, honest. And it'll get you lots of extra readers, or something.' Rob's pleas, however, fell on deaf ears. James and Miles thought the pudding was hilarious, and that it suited Rob perfectly. What will Rob be next month? After all, it can't be festive, as Christmas will have come and gone. Suggestions on a postcard, please…

IAN OSBORNE

●'I'm a little teapot short and stout,' chirruped Ian. 'Here's my handle, here's my spout. When I hear hear the teacups hear me shout, tip me up and pour me out.' Whatever could he mean? Regardless, welcome back to the team, Ian…

COMPETITION!

BUDGET BONA

Working on a computer magazine isn't always easy. Every now and then, something happens like this...

Fax Transmission

FROM: Kixx
TO: COMMODORE FORCE

WE 'AVE KIDNAPPED THE COMMODORE FORCE OFFICE C64. IF YOU EVER WANT TO SEE IT AGAIN, YOU'D BETTER DO AS WE SAY.

OUR DEMANDS ARE AS FOLLOWS (these are non-negoshable)

1 PAGE FOR A COMPO FOR ONE LUKKY READER (AND A FRIEND OR OLD DEAR IF THEY'RE UNDER 18) TO GO TO AN EXPENSES-PAYED TRIP TO A BRITISH GRAND PRIX RACE. WE SPONSER A CAR THERE, YOU KNOW. AND IT'S DEAD FAST, HONEST. ALSO, WE WANT TO GIVE FIVE RUNNERS-UP A KIXX SWAG BAG, WITH LOADSA GOODIES INSIDE.

AND WE WANT A PAGE FOR A SPECIAL MAIL ORDER DEAL TOO, SO READERS CAN GET THREE SPECIFFIED KIXX GAMES FOR £9.99 (INC POSTAGE AND PACKING).

DON'T TELL THE POLICE OR IT WILL BE WORSE FOR YOU!

YOURS SINSEERLY,
HONEST CRAIG AND BRIDGET
TOP MARKETING AND PR BODS FROM KIXX

You can see our dilemma, can't you? Forced to give you readers these wonderful opportunities... it's a hard world, eh? As we've broken all our other C64s and the office budget (seven pence and an Street Fighter 2 badge) won't stretch to repairs, we're going to have to do as Kixx say...

Imagine yourself in the cockpit of a modern racing car, it's the final lap and you've a two second lead when — all of a sudden — you remember that loaf of bread you were supposed to get on your way home. Where do you go to for your high-fibre pick-me-up? Is it:

A. Texaco
B. Texas
C. Fraggle Rock

Send answers on a postcard or the back of a sealed-down envelope to:

For a moment back there I nearly forgot the wholemeal compo, COMMODORE FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.

Now, for good measure, here's one of those lovable tie-breakers to be completed in as many words as possible.

In a previous life I was Nigel Mansell but.....

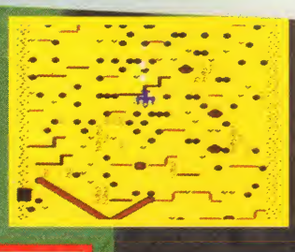
By the way, if you're under 18 you must be accompanied by a parent — bummer huh? Still, these rules are made for a reason, and unless you include your name, age and a parent's (or guardian's) signature on your entry (as well as important stuff like your address) we can't consider your entry.

Actually, that's a lie. We'll probably consider which bin to put it in...

Having a spot of bovver tracking down those C64 games you've read about in COMMODORE FORCE? Be stressed-out no longer! All the following can be purchased direct from Kixx at £9.99 — including P&P — for three. Choose them, write 'em down on the coupon and mail it — game heaven awaits...

AIRBORNE RANGER

Strategy meats arcade action in this Microprose oldie.



TURBO OUTRUN

Fast 3D driving straight from the coin-op.

WORLD CLASS LEADER BOARD

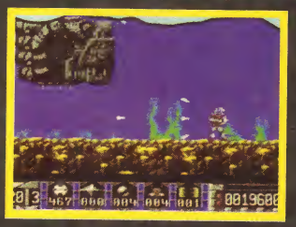
The world's greatest golf saga (!?) reaches a fitting climax.

LAST NINJA 3

The final (and best) in an acclaimed line of beat-'em-up/adventures.

ANZA!

MYTH
Eerie arcade adventure featuring heavenly animation.



TURRICAN
Quite literally one of the BIGGEST games ever, with playability to match.

OUTRUN EUROPA
Simply the best driving game available for C64.

FLIMBO'S QUEST
Syrupy sweet console-style platforms.

RICK DANGEROUS
Devious platformer with a sense of fun.

BARBARIAN 2
You missed issue 10? Well don't miss this bloodthirsty epic.

STREET FIGHTER II
What is it? The biggest arcade hit ever, that's what.

RICK DANGEROUS 2
Even more devious, even more fun.

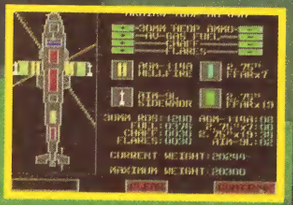
TURRICAN 2
Bigger, badder and better than the original.

SWIV
You won't find a better blast on the C64

STUNT CAR RACER
Experience the ride of your life on huge, roller-coaster tracks in stunning 3D.

CREATURES
What can we say that you don't already know?

TUSKER
Beautifully presented Indyesque adventure.



GUNSHIP
The best flight sim' ever? We think so!

Make all cheques/postal orders made payable to Kixx Ltd. And remember to send the right amount — it's important, that...

SILENT SERVICE
Definitive submarine sim with all the necessary depth.

GHOSTS 'N' GHOULS
Near perfect arcade conversion.

BUDGET BONANZA!

If any or all of these tickle your fancy (missus) send a cheque or postal order together with this coupon to; Kixx Ltd, Units 2-3, Holford Way, Birmingham B6 7AX.

Name.....

Address.....

.....

Postcode.....

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SEX

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The normal price is £12. But if you order now, the collection is all yours for only £9. To find out more about the brilliant ECLIPSE collection, please carry on reading this special notice

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REEL ACTION

BEACH HEAD 2

Beach Head II is a true head to head, two player multi-sequence game that allows you to play against another person or the computer. You can choose to play either of the following characters.

PLAYER 1: THE ALLIED COMMANDER

JP STRIKER PROFILE:

A brave chap with plenty of combat experience.

THE DICTATOR

THE DRAGON

A nasty piece of work, to call him a power crazed maniac with a thirst for death would be an understatement!

SEQUENCE 1 'ATTACK'

OVERVIEW

Allied forces have moved inland by helicopter and are ready to begin their assault against the Dragon's sanctuary to rescue captured hostages from previous battles.

Allied controls in SEQUENCE 1

In the first Sequence the Allies control the helicopters in the background. The control the of the helicopter are as follows:

- Left or Right will move the helicopter left or right.
- Forward will increase the altitude of the helicopter.
- Back will decrease the altitude of the helicopter.
- Fire releases the paratroopers to begin their assault.

Remember — if the helicopter's altitude is too low the paratrooper's 'chutes won't have enough time to open.

After the paratroopers have landed they will advance towards the first wall.

The helicopter cannot move towards you and cannot get hit by the machine gun fire from the ground. The airborne paratroopers, however, *can* be killed.

When dropping the paratroopers, distribute them as evenly as possible so their chance of survival is increased.

On the three skill levels, the number of paratroopers you have to deploy varies. On the Easy level you have to 24 , on the Fair, 16 , and on the Hard you only have eight to deploy in you mission — very tricky indeed!

After your men have reached the first wall, they must then advance to the second wall. The control sequence is as follows:

- Press fire to stage your men
- Move the joystick left or right to advance them to the second wall.
- During the rest of the mission, your men have to dodge the constant machine gun fire, whilst scrambling to the next wall. By using the Left and Right joystick controls and the Fire Button you can eliminate the Machine Gunner, send a man over the wall, throwing grenades. Some practice is required to master this.

THE DICTATOR'S CONTROLS IN SEQUENCE 1

- The Dictator controls the machine gun in the foreground. The joystick controls the direction of fire. To fire the gun, simply press, er, Fire!

Every time you kill a paratrooper, you score points but you can't hit the helicopter.

Be careful as the troops can stray out of range — be on your guard.

If any allied Soldiers reach the wall they will be joined by reinforcements which double the number of men remaining in the platoon.

Another month, another tape full of the hottest code this side of an exploding C64. But without instructions, how can you ever do well with games? Sega's catchphrase is 'to be this good takes AGES', so I suppose we could have one, like 'To Be This Good Takes Pages' — Reel Action ones in particular...

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COMMODORE FORCE

IMPOSSIBLE MISSION 2
BEACH HEAD 2
EASY LIVES

REEL ACTION #27

COMMODORE FORCE REEL ACTION #27

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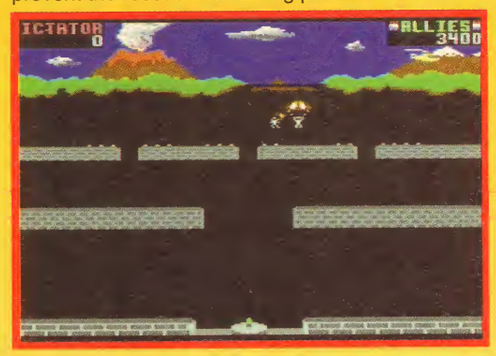
impact MAGAZINES

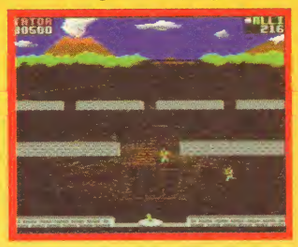
SEQUENCE 2 'RESCUE'

OVERVIEW:

Allied forces are inside the sanctuary and are attempting to rescue the hostages. The Dragon's men are low on ammunition but still determined to prevent the rescue from taking place. The hostages have the formidable task of crossing the courtyard with the dragon's men throwing all they've got at them.



The Dragon has a selection of weapons with which to try and stop the hostages escaping. It's the allies job to defend the hostage using the captured machine gun and tanks. Again for both sides the control method of weapons and manoeuvres are via the joystick.



SEQUENCE 3 'ESCAPE'

OVERVIEW:

The rescue helicopter must now get the hostages off the island by running the Dragon's gauntlet . The allies have four helicopters each capable of carrying all the hostages.

The Dictator can make the allies' job more difficult by placing tanks at strategic parts along the escape route.

The allies must select the number of rescued hostages each helicopter will carry. The helicopters cannot fly over walls — or through them, for that matter!

GETTING STARTED

As the game loads, you will be presented by a title screen, followed by the menu screen. Follow the instructions below:

- At the menu screen press STOP on your cassette deck (important, this).
- Reset your tape counter.
- Press F1 and a sub-menu will appear of various screens to load.
- Press F1 and follow the screen instructions.
- The border will flash and the computer will then load the screen.
- Press STOP on your cassette deck (again, important).
- Note the counter.
- Press the CTRL key and you will return to the menu screen.

Repeat the same procedure as above selecting different screens in order **(F3, F5)** whilst noting the tape counter reading.

You will now have noted all the counter readings and will be back on the menu screen ready to begin playing the game.

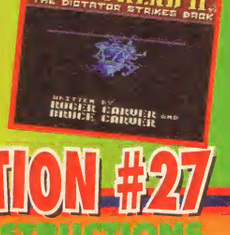
DAINTY DUFFLE COAT

With the winter weather setting in you don't want your tape getting frostbite. Keep hypothermia at bay with this free inlay.

COMMODORE FORCE

IMPOSSIBLE MISSION 2
Save the world in this classic arcade adventure/puzzler

BEACH HEAD 2
Head to head army antics.



EASY LIVES
CF's own load-in cheat carnival

REEL ACTION #27

TAPE INFO

IMP MIS 2
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BEACH HEAD 2

LOADING INSTRUCTIONS

Gently remove the tape from the cover and slide it seductively into you eager datasette. Hold SHIFT and momentarily depress RUN/STOP then hit PLAY.

DODGY DUPLICATION

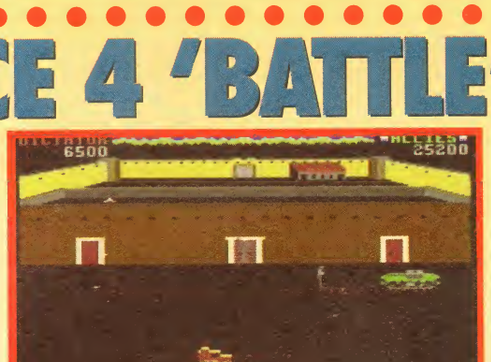
Faulty tapes, eh! Well bung 'em in an envelope to Ablex Audio Video Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD

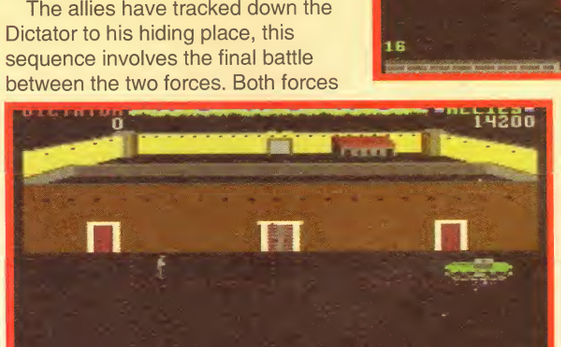
SEQUENCE 4 'BATTLE'

OVERVIEW:

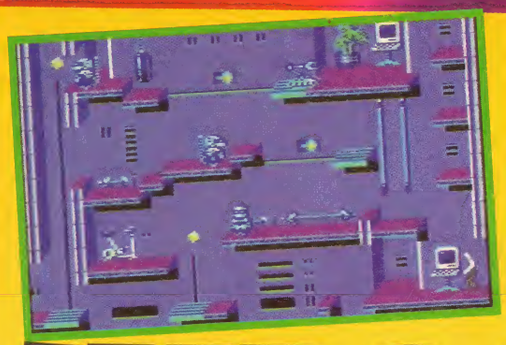
Before the Dragon invaded the island, the island was an ancient temple for the natives to worship their gods. Underneath the temple are caves which were used by the ancients in ritualistic battle ceremonies.

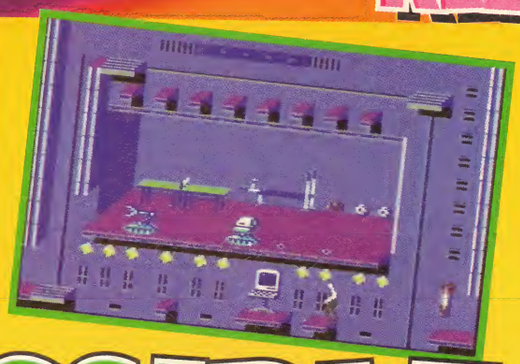
The allies have tracked down the Dictator to his hiding place, this sequence involves the final battle between the two forces. Both forces have been force to use basic weapons for the battle — pointed sticks to be precise.





The control method for this crude form of hand to hand combat involves duck and jumping which is perform either by pushing the joystick towards the cave wall or puling the joystick towards the water, to attack simply press fire.





IMPOSSIBLE MISSION 2

Hey — we love an honest to goodness megalomaniac villain at CF, and Elvin Atombender's one of the best. Yes sirree, he's not into crumby schemes for ruling the world — tish per sure! He's gonna blow the sucker up and be done with it.

You, as the Agency's top field agent, must reach several objectives to prevent this disaster. Firstly assemble the 3-digit pass code while fighting off Elvin's robots and finding his pass code to help you. Then you must locate and open the safe and recover the musical sequences inside. After doing this, assemble them into a full melody used to open the express elevator doors to Elvin's central tower control room. Finally you have to find the correct computer in Elvin's control room to stop the missile launchers before they destroy the world.

Starting Play

When loading is completed you'll see your agent inside an elevator in a random tower in the stronghold. The display at the bottom of the screen is your pocket computer.

Gameplay

If you explore Elvin's complex you can check your location and the rooms you have to explore with your pocket computer. The pocket computer's display appears at the bottom of the screen any time your agent is in the corridor or elevator.

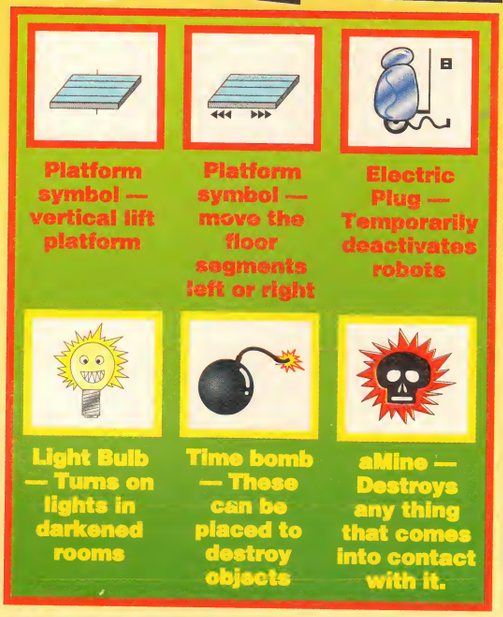
Searching for Codes

Search as many objects in each room as possible. the codes are hidden in a variety of different places in the stronghold and require patience and determination to locate.

Using Security Terminals

You can use the terminal commands you have collected at any security terminal in Elvin's complex. These terminals are usually located near the entrance of each room. They look like television sets with darkened screens

These include:



Pocket Computer

You pocket computer is an amazing device that not only tells you your location, it also helps you assemble the passcodes. It also informs you how much time you have remaining.

To activate these functions your must be standing in a corridor or elevator — press Fire on the joystick.

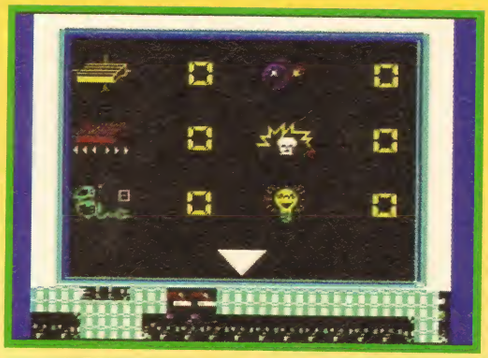
ROBOTS

1) The most common and the most dangerous. These Robots are armed with high voltage plasma guns. They can detect a human within six feet and never miss at this range.
2) Encountered in rooms in any tower, they crawl around and fire at random.
3) Relatively armless but annoying.
4) Small robots that squat on the floor like a turtle.
5) The second most common type of robot you'll encounter.
6) When it senses a human nearby it homes in. Contact is fatal.

CONTROLS

■ If you're using the joystick:
Press **Forward** or **Back** to go up or down in the elevator.
To move along the corridors, enter rooms or turn **Left** or **Right** simply pull left or right on the joystick.

Pause .....RUN/STOP
Commit Suicide....COMMODORE KEY
Restart .....RESTORE



THE CONTROL ROOM

This is an extremely complex room filled with robots. It has security terminals so use collected security commands to help you reach the terminals in the centre of the room. One of these can be used to deactivate the missile launch control and save

EASY LIVES

John's been busy of late, beavering away at his new games. However, he's always got the time for a quick hack — at least, we think that's what we were told he had time for — and, yet again, he's prepared a wonderful selection of cheats. Only, as per usual, we've forgotten which ones. Rest assured, whatever they are, you'll like them. No really, you will...

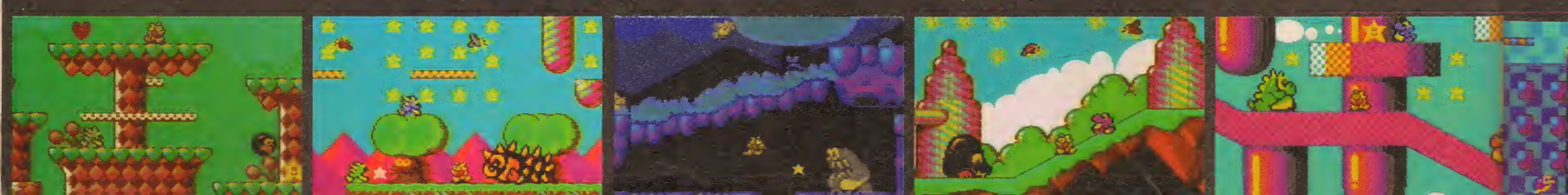
MAYHEM

IN MONSTERLAND

CREATED IN

SUPER-DINOVISION

THIS GAME HAS BEEN
CERTIFIED TOO CUTE!



From the makers of Creatures and Creatures 2 comes probably the greatest platform game ever created for the C64; Mayhem in Monsterland is an intriguing blend of fast, frenetic platform action, with five wickedly cute levels to explore. Featuring the cutest dinosaur ever to emerge from the Jurassic period, you'll soon forget all about Italian plumbers and spikey blue hedgehogs.

It's a Gorier!

COMMODORE FORCE HURRICANE HIT!

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★ Amazingly detailed graphics ★

★ New non-standard colours ★

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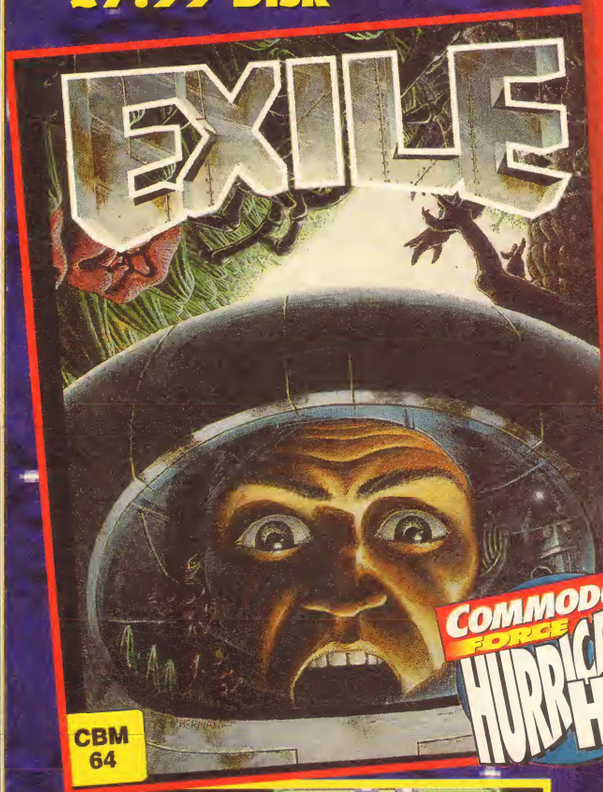
EXILE

● £4.99 Cassette, £7.99 Disk



COMMODORE FORCE HURRICANE HIT!

'A spaceman came travelling on ship from afar, t'was light years ago since his mission did start...', Ah! Chris DeBurgh must have been playing *Exile* when he wrote those immortal words. 'Mind you, it's a very inspiring game', muses ROB 'ROBBY THE ROBOT' MILLICHAMP...

This is an important warning to all you budding space explorers out there; take heed to this tale I am about to tell. Once upon a time there was a happy space exploration crew that traveled the dark regions of space in a beautiful spaceship by the the name of Pericles. One day, they managed to land on the brightest star in space known as Phoebus (or Elizabeth Taylor to it's friends). Whilst exploring this enchanted star (with sun-glasses on, naturally), the crew discovered an entrance to a hidden tunnel network and were suddenly, inexplicably, wiped out. The reason for this tragedy was that they'd stumbled across the hidden lair of Triax, a genetic engineer, infamous for experiments with helpless victims, including turning them into killing machines.

Triax was sentenced to drift through space but managed to crash his ship on Liz Taylor... sorry, I'm mean Phoebus. Once escaped he began his evil experiments again. He managed to make himself immune to the aging process, then he constructed an elaborate defence system and a strong slave army. The poor crew of the Pericles unwittingly provided Triax with more slaves and brand new ship for him to spread his dirty dealings.

Being the ultimate hero that you are, you manage to catch the distress signal from the Pericles just before the disaster, so off you trot to investigate this plea for help. Unfortunately you've lost your weapons during a previous run-in with an alien race, but this doesn't stop you...

"There's definite something about Exile..."

Ground Control to Major Rob...

Your mission is to capture Triax and rescue the enslaved crew members before it's too late. At the start of the game your ship is hovering above the Perilcles, but you barely have time to pop your

● This one's a swine, and no mishtake. See that thing dangling under the ship? That's a gun, that is. And we hate it.

JAMES!

● If you haven't played *Exile* yet, you've not experienced what the arcade adventure genre *really* has to offer. There's so much to say about it: should I enthuse about the clever use of inertia, or the well thought-out learning curve? Perhaps the mind-taxing puzzles or the atmospheric way the plot unfolds during play? *Head over Heels* does things one way, *Exile* the other — both are brilliant. Playing *Exile* is like eating several cream buns, but not that one extra that makes you feel ikky. Yup, it's a crap analogy, but I think that sums it all up nicely...

96%

● Some blues walls and some other-coloured walls. I'm great at captions, me.

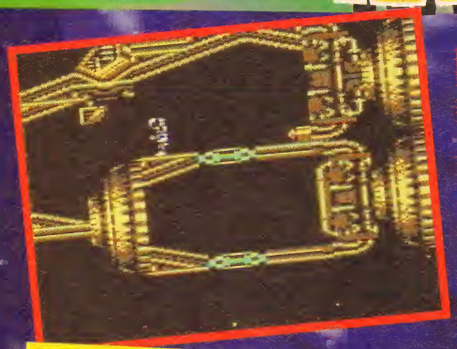
Our hero taking a brisk jog. But it's not as easy as it looks — in *Exile*, gravity and inertia really do make a difference...

helmet on before Triax beams aboard your vessel and makes off with your Destinator, meaning you can't move your ship. So the only thing you can do is explore this rather hostile heavenly body (well she used to have one before she started drinking, poor girl) and track down the evil Triax and bring the begger to justice once and for all. On your travels throughout the labyrinths and caverns under the surface, you'll find objects that need to be used for certain tasks to catch up with Triax and put him over your knee for for most inter-galactic soundest thrashing that he won't be able to sit down for a week — hurrah!

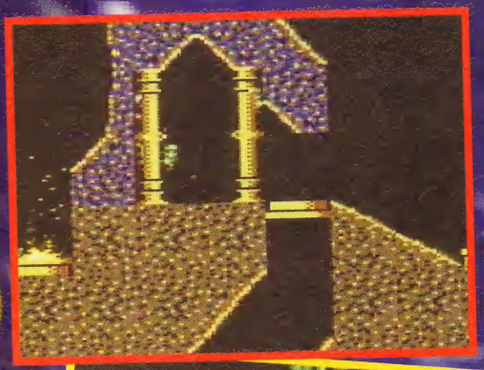
When I first loaded *Exile* I was slightly confused by the game's realistic use of inertia, but after a quick scan through the instruction manual I was off in search of Triax. There's definitely something about *Exile* that keeps you playing for hours. Don't be put off by the seemingly sparse graphic layout — after getting into the game there's a world of well-detailed sprites that move well and look great. The backgrounds do look a little unfinished, possibly, but I couldn't imagine the game any other way. Some of the puzzles keep you scratching your head for hours — in fact, the only downside to the game is the fact that you'll probably have a bad head or suffer from exhaustion after playing *Exile* — but that's a risk that you've got to take...

re's nitely ething out ile...

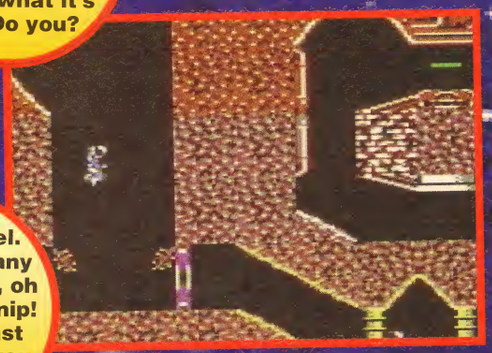
ROB. 91%

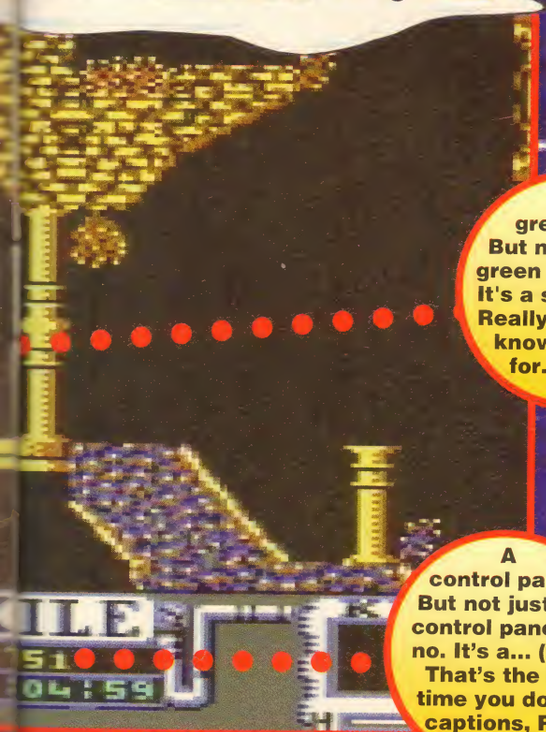


● A maze of tunnels and stuff. Notice the superb brown decor, the inspiring layout, the crap caption...



● ...and if anyoen mentions David Bowie, I'll kill them.



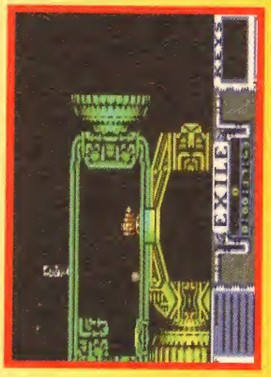


A green blob. But not just any green blob, oh no. It's a special one. Really, it is. And I know what it's for. Do you?

A control panel. But not just any control panel, oh no. It's a... (Snip! That's the last time you do you captions, Rob! — Ed)

EXILE

■ Undoubtedly, you'll want to get your hands on *Exile* — but if you use this amazing money-off coupon, you'll be able to obtain it for a bargain £4.99 cassette or £7.99 disk, plus 50 pence postage and packaging — and in its full-price packaging to boot.



Please rush me a copy of *Exile* on:
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GALE WARNING

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■ SOUND ■	THE ODD GOOD EFFECTS	89%
■ HOOKABILITY ■	IT'LL GRAB YOU BY THE JETPAC...	94%
■ LASTABILITY ■	...AND KEEP YOU HOOKED FOR WEEKS	95%

FORCE FACTOR 94%

MANGRAM

I've been allocated less pages this month, but I think you agree that ol' Mangram quality is just as high as ever. I've also started a new section — quite frankly, pages of console moans (see previous letters pages) were becoming boring. Oh, and send some decent mail in, will you? Ignore the consoles — they're simply other systems, and we all know just how expensive the games are. On with the show...

WHY WORRY?

Dear Lloyd,

I'd just like to echo what you said in Issue Twelve's letters page: just because the amount of software being produced for the C64 has declined, that doesn't mean to say the computer itself is. Personally, I don't see the need to constantly bombard the '64 with a thousand new games a month; the back catalogue mail-order companies offer enough to keep purchasing them, seeing that C64 owners never get bored. And, judging by the quality of the games emerging anyway, why worry?

Just look at two new games reviewed in Issue Eleven: *Lemmings*, 97%, *Mayhem in Monsterland*, 97%. Do we really need to bother ourselves when games are as good as this? And, along with this, the Apex lads are still with us, Psygnosis have re-joined the scene after a flirt with the 16-bits, Virgin have released *Alien 3*, and to top the list, COMMODORE FORCE are still with us (that's you!). So, I repeat, why worry?

If you take a look at the advertisement for AMMA software in CF, you can see just how many titles are on offer — some obscure, some modern. Oh, and by the way James — in Issue Twelve's Back to the Feature, you said *Red Heat* and *Double Dragon* had a 1/10 chance of being found and bought. Have you checked the AMMA software listing? I think not!

Now Lloyd, I know you hate being questioned, so I think I'll refrain from using them, but I do have one query I must ask you: how long do you think the C64 can go on 'existing', taking into account the forever developing computer world?

Russell Fitzgeorge, Sheldon, Birmingham

PS Great mag

PPS Did you get that card I sent you for you birthday? Ungrateful swine.

● *Birthday card? I don't remember getting a birthday card. Still, I'll take your word for it — thanks muchly. If we're brutally honest, there aren't going to be many more C64 games released, but with a huge back catalogue, there's no reason why Commodore owners can't continue to obtain games for as long as demand justifies the support of mail-order companies and*

Ailsa, fix us some tucker. Strewth. It's bin a hard day — I've been stuck in the dunner for half of it.

Alf Stewart, Summer Bay

● *Yeah, it took me ages to weld that lock, it still didn't work properly AND the incendiary devices didn't go off...*

LM

MANGRAM'S WONDERFUL WORLD OF THE COMMODORE 64

Just for the hell of it, I've decided to start a series of A to Zs, all C64 related, and intended to be fun and fact packed. That's probably not going to be the case in most instances, but this *is* COMMODORE FORCE, after all. This month: Mangram's A to Z of software houses...

A is for ARCTIC. One of the first software houses, Arctic's products were consistently insipid, leading to (allegedly) poor sales and their sudden disappearance. However, the low quality of their titles didn't stop US Gold licensing and re-releasing Arctic's dire *World Cup 2* as the official 1986 World Cup computer game.

B is for BEAU JOLLY. Producers of the excellent *Big Box* compilations, we're still waiting to see some original titles from them. Will

'S MAILBAG

independent computer stores. The C64 won't just wink out of existence, it'll fade as owners upgrade or leave the computer scene.

Oh, before I forget — James says that it's okay if you want to look through mail-order company listings, but he's got better things to do with his time. Like getting the 'availability' ratings in Back to the Feature wrong, for example (you're fired — James).

LM

Look, I'm sick of people putting the C64 down. In fact, I'm so angry, I think I'll go burn me a Mega Drive...

David Woods, Glasgow

● ***Why? What's the point? Isn't that just a little too destructive? After all, they make great door stops...***

LM

NOT ANY MORE!

Dear Lloyd,

I been getting COMMODORE FORCE since Issue Four and it's brill. Here are some questions for the brain cells inside the paper bag...

1) Why don't the COMMODORE FORCE team be a bit nicer to the Commodore Format team? They're OK about you.

What's Commodore Format? Is it a PD fanzine or something? Send us a copy and we'll consider doing a review, maybe a mention in our news section.

2) What's the best game on cartridge?

***Miles says it's* Robocop 2.**

3) Why are there only two people on the FORCE team at the moment? Get some more!

Well, we've got Rob — he's an experienced computer hack, having worked on (deep breath): CRASH, ZZAP!, N-FORCE, SEGA MASTER FORCE, SEGA FORCE MEGA, SNES FORCE and AMIGA FORCE. He's new and helping us out. Fan mail to the usual address, please.

4) C64 software is getting increasingly more difficult to get around here at the moment — there are only two shops selling it. Why is this? Is the C64 fading away?

Probably.

Anyway, I must go and play on that brilliant *Head over Heels*.

Gareth S, Kinoulton, Notts

● **Head over Heel** ***is, indeed, a brilliant game.***

LM

WET KIPPER of the month

Dear Mailbag,

Why do you insist on publishing letters which are full of nonsensical gibberish?

Surely someone out there has written a thought-provoking letter. Here is my advice — PUBLISH IT!

Wet Kipper of the Month is not only a waste of space, and of readers' money, but it's also insulting to think that we would want to read it.

Wet Kipper serves to ridicule whoever wrote it, and nothing more. I think, at least hope, that you can provide entertainment in other ways, such as more reviews etc, rather than relying on rubbish like it. This is probably not the first letter of complaint about Wet Kipper, and unless you cease that section, I doubt it will be the last.

Yours annoyed and logical

Nicolas Wimbledon, Hadleigh, Essex

● ***You are the sour one, aren't you? You criticise Wet Kipper of the Month on the grounds that it '...serves to ridicule whoever wrote it, and nothing more.' Well, congratulations Nicolas — that's exactly what the section's for! Well spotted. As for publishing letters full of 'nonsensical gibberish' — I print the best of what I receive, and if you're not fond of them, don't read them. Ironically, yours is the only complaint we've ever received about Wet Kipper — everyone else seems to love it.***

Looking forward to your irate and no-doubt hilarious reply.

LM

KIPPER ME, LLOYD!

they ever do more than re-release other company's games? We hope so — if their own titles were to be half as good as their compilations, it'd be a happy happening for everyone.

C is for CODEMASTERS. After starting life as a low-profile producer of bargain basement games, CodeMasters struck gold with an unlikely money-spinner — the ovoid, *Dizzy*. Their 'cartoon adventure' range — including the *Seymour* and *CJ* games — sold many a unit, despite the fact that, on the C64, most of these were slightly dodgy Spectrum ports. Recently, they've forsaken the C64 in favour of the consoles and 16-bits, where their *Micro Machines* licence is selling by the (monster) truck load. They're so big these days, they're on the verge of opening two American offices — but no, there's nothing remotely C64-based being considered.

D is for DIGITAL INTERGRATION. Producers of high-quality simulations, they've been a thorn in Microprose's side for many a year now. From the ancient *Fighter Pilot* (remember that?) to the more recent *F16 Combat Pilot*, their games have increased in depth and playability over the years, although they've been a little quiet of late, even on the 16-bits.

E is for ELITE. Responsible for some excellent conversions (*Ikari Warriors*, *Buggy Boy*) and some not so excellent (*Gremlins 2*), Elite may not be the biggest company in C64 history, but they've release their fair share of corkers. Having left the 8-bit scene (and the 16-bit computers, or so it seems) they're currently developing a plethora of games for the SNES.

F is for FLAIR. Their latest (and final) release — the toy tie-in, *Trolls* — almost makes up for their previous dodgy back catalogue. Admittedly, their *Elvira* adventure wasn't too bad, but I'll condemn it for being a stupid licence regardless (I hate Elvira). At the moment they're producing titles for the Amiga and Commodore's new baby, the CD32, including *Oscar* — another *Trolls* game.

G is for GRANDSLAM. A company with as many misses as they have hits, Grandslam have pledged that, should a strong title come their way, they'll release it. For the C64. Coo.
I could say many a nice thing about *Liverpool*, their latest (and best) release, but I'm not going to — their PR guy Dave Birch promised me a pint, and I'm *still* waiting for it…

H is for HEWSON. Any company that publishes classics such as *Paradroid*, *Uridium*, *Cybernoid* and *Zynaps* deserves praise but sadly, with Hewson, it'd fall on deaf ears — financially insolvent, they disappeared years ago. Their boss, Andrew Hewson, did carry on in the software industry — he's now controlling 21st Century Software, responsible for the two best Amiga pinball games ever.

I is for IMPACT MAGAZINES. 'Ahh,' I hear you cry 'but I thought you were taking about software houses.' Think about it — who publishes two or more top C64 titles with one of their magazines every month? That's us, that is. And we're great.

J is for JALECO. Okay, admittedly they haven't produced title specifically for the C64, but a few of their arcade games have been converted. Well, how many software houses with a name beginning with J can *you* think of…

K is for KIXX. There have been times that, had it not been for Kixx, COMMODORE FORCE would have been a review-free magazine.
They're a great bunch, though, and we wouldn't hold the fact that they're based in Birmingham against them, just like we wouldn't mention the time we upset them by giving *Final Fight* 13%. Nope, we're not like that at all…

L is for LOGOTRON. They did loads of BBC Micro games, you know. And a game called *XOR*. Yeah, great.

M is for MICROPROSE. Responsible for the two best C64 flight sims ever, Microprose produce quality products, although often for a pocket-pummelling price. They did venture into the world of arcade games with their Microstyle label — in particular, *Stunt Car Racer* and *Rick Dangerous 2* were excellent — but currently they're working with the 16- and 32-bit computers and consoles. Just how *do* you play a flight sim with a joypad…?

N is for NEXUS. A brand name belonging to Beyond, they *did* produce some games. I can't be bothered to find out which, though — if I don't remember them, they can't have been up to much.

O is, not surprisingly, for OCEAN. From humble beginnings with games such as *Gilligan's Gold*, Ocean rapidly became possibly the biggest C64 publisher ever. No other company has caused as much controversy as Ocean — responsible for some of the best and worst games available, they've now left the C64 scene forever, sob. Sadly, their final release, *Sleepwalker*, barely scratched the sides of the Gallup chart before dropping back out again. Ironically, it was one of the best titles they'd released… but hey, that's life. At the moment they're producing many a title for the SNES, PC and Amiga, including a game based on an obscure film called… oooh, *Jurrasic Park* or something…

P is for PALACE. And if Acclaim think they're big, hard and clever for releasing a violent game like *Mortal Kombat*, we'll get our mates Palace to pop over and wee in their pint*. You see, Palace released *Barbarian*, a fighting game with decapitations and lots of violence, way before Acclaim did. *Barbarian 2* was pretty nasty as well. So there.
*Actually, I was lying about Palace and the weeing in pints bit. You see, Titus bought Palace and, as far as I can see, have effectively let the label die. Remember kids — urinating near food and drink is unhygienic, so don't do it. Especially if it's your own.

Q is for QUICKSILVA. Anyone remember *Ant Attack*? Basically, if you've never played *Ant Attack*, you've not lived. This is the game that lets you be either a boy or girl hero, before rescuing a member of the opposite sex from one of many ant-infested scrolling 3D maze. Everything about it, from the 'My Hero! Take Me Away From All This!' message when you've found your distressed loved one, to the crappy little tunes… even the way you can blow yourself up with your own bombs is endearing.

THE SECOND COMING

programmers tend to work on a powerful PC with what's known as a 'cross assembler' to develop the code, before porting it down to the C64. Apparently, this is far easier than coding on a '64 alone.

Dear Lloyd,
This is my second letter I've sent to you; my family were very happy with the first in you mag.
I'd like to ask you some more questions:
1) Will you bring out another survey?
There are no plans to do one at the moment, but we'll think about it.
2) Are you going to bring back previews?
We didn't trash the preview section — the lack of new software being developed was the death of it. What's the point of a preview section with no new software? There aren't even enough re-releases to fill a page at the moment!
3) Can you design a C64 game on a C64?
Yes, although most 'serious' programmers tend to work on a powerful PC with what's known as a 'cross assembler' to develop the code, before porting it down to the C64. Apparently, this is far easier than coding on a '64 alone.
4) Where is the friendly dragon in *Mayhem in Monsterland*?
Between the sad and happy levels.
5) Will *Creatures 2* be released on budget?
Possibly.
6) Can you send in your own computer game you made yourself?
To us? Yes.
7) When is *Batman Returns* coming out on the C64?
Soon, apparently.
That's all for now.
Billy Devine, Lordswood, Kent

● ***Questions, questions. Try and string a few more sentences together next time, be a little opinionated and bolshy, and you'll be well on your way towards winning Letter of the Month. Good luck — and say 'hi' to your family from me, eh?***
LM

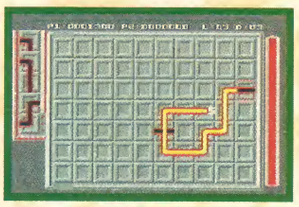
What's this obsession with Miles crashing his car? It doesn't have much to do with C64s, does it?
Mark Ivan, Cornwall

● ***Ah, but that's where you're wrong. His car does, in fact, have a C64 disk in the glove compartment.***
LM

I dropped my C64 and it's never been the same since.
David Redford, Barnsley

● ***I was dropped on my head as a kid, and HULA HOOP!***
LM

IN THE PIPELINE



Dear Lloyd,
Just a short and small request.
1) Have you any idea what happened to that marvellous puzzle game *Pipemania*?
Eh?
2) Did it ever come out on budget?
Yes — the label was Touchdown.
3) Any chance of getting it on Reel Action?
No.
4) If not, where can I get a copy?
Any decent software store — ask 'em to order it for you.
Rowen, Port Talbot, West Glamorgan

● ***So you're keen to find*** Pipemania, ***then?***
LM

QUESTION TIME

Dear Lloyd,

It's good to see there's still a GOOD C64 magazine about and I'd like to say that I enjoy reading your magazine and playing the Reel Action tapes every month.

I know you don't like people asking questions so here are some questions!

1) How do you get the permission to give us good games such as *Spindizzy* and *The Blues Brothers*?

James phones up the company who own the rights to the game and spends ages grovelling, offering paltry sums of cash, and trying out new sales lines (I'll still respect you in the morning etc). Eventually, they (usually) agree, documents are signed and James spends half an hour telling everyone how clever he is.

2) How much do you have to pay for each game (that's if you have to pay)?

Ahhh... that's a secret!

3) Have we got any blockbusters on the way to Reel Action?

Do dogs lift their legs at lamp posts?

4) Doesn't it kill the Commodore games market if you're giving away games that are still available to buy?

I don't think there's much of a C64 games market to kill!

5) On average, how many magazines do you sell per month?

About as many as there are hands in Ludlow.

6) Are CodeMasters still making games for the C64, because I remember when they had loads of releases way back in the eighties, such as *Red Max*, *BMX Simulator*, *Grand Prix Simulator*, *Creations*, *Mister Angry* etc — need I say more? What happened, Codies?

Richard and David are abandoning us!

I think you'll find they're not abandoning us. To be more precise, they already have abandoned us...

7) I love Back to the Feature, it brings back memories of my school days playing all the games and being amazed for the first time at *Way of the Exploding Fist* and *Uridium*. What's going to happen when Back to the Feature reaches 1993?

We'll write about 1993, I expect.

Before I go, it makes me sad to see the painful drowning of the C64 after all these years. BAG OF S***E! The '64 is still here after all this time and if those greedy money makers out there would stop and think 'Gosh, if it wasn't for the C64 and other 8-bit systems where would we be today?' That's telling them, them being CodeMasters, System 3, Ocean and all those other companies killing the C64.

Thank God for John and Steve (*Mayhem*) Rowland. Thanks to E&E software for *Lemmings* (it's about time). And finally, thanks to Virgin for publishing *Alien 3*.

One last question: are John and Steve Rowland going to produce another stunning C64 game?

Vincenzo Mainoflfi, Furzton, Milton Keynes

Will the Rowlands produce another C64 game? It's highly unlikely. You can't blame the software houses for not supporting the C64 — it's not them betraying the C64, it's C64 users themselves. You see, there are millions of C64s out there, but most owners have either upgraded or left their Commodore in a cupboard somewhere. The games just aren't selling — you can't expect the companies to produce games for the sake of XXXXX (deliberate Xs there, mishtake spotters — Ed) active users, can you? There's also the fact that the larger retail outlets — such as WH Smith and Woolworths, among other — have stopped stocking 8-bit titles. Then there's piracy, another killer of 8-bit software — but that's a topic best left for another time.

Anyway, what's wrong with being a 'money maker'? The software houses exist to produce a profit — they're not charities, okay? There are Vic 20 users starved of software, so should Ocean develop games for it in the new year? And you also reckon software houses should develop software for nostalgia's sake? The ZX81 was the machine that really started the home computer ball rolling, so should we be seeing software for that, just because 'gosh, where would we be without it'? Respecting the C64 as a great machine is one thing, but condemning companies left right and centre because they've found more lucrative platforms to support their products is just plain stupid. Have a think about it.

LM

Wow! Thanks COMMODORE FORCE! I've been waiting for a price increase and, at last, thank god, you've given me one. Now I can play my Reel Action tape with pride, knowing that I paid the right price for the right magazine. In fact, how about another one soon?

Lucy Realreallyhonest, Ludl... erm, London

● ***Sorry to disappoint you Lucy, but we're keeping COMMODORE FORCE at the bargain price-point of £3.50. However, should you feel compelled to pay more, perhaps you should donate that little bit extra to a worthwhile charity...***

LM

That's all for this month — hopefully I'll have a few more pages next time.

Until then, send your mail to: Mangram's Mailbag, COMMODORE FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.

However, if you're going to moan about consoles or the lack of new C64 software, don't bother — we'll just send the paper off to be recycled. Bye!

R is for READYSOFT. Producers of *Wrath of the Demon*, they're responsible for a host of *Dragon's Lair*-style cartoon games. Bully for them.

S is for SEGA. Spit.

T is for TYNESOFT. Double spit. Any company that releases a *Supergran* game has got to be dodgy.

U is for US GOLD. After years of releasing American software, they're now one of the biggest game publishers around. Oh, and if she's in a good mood, their PR lady Bridget Hirst will sing while you're on the phone to her. It's almost enough to make you forget that C64 *Street Fighter 2* ever existed...

V is for VIRGIN. *Alien 3* is smart, *Supremacy* is possibly better, but did you know they released a game based on the Adrian Edmondson book, *How To Be A Complete B****d*? With breaking wind, gratuitous drinking and feeble toilet humour, it's obvious the programmers had studied the book *veeerry* carefully before sending the game off to Virgin with a 'here guys, we've finished the game' note.

W is for WELLY. That's an abbreviation of Wellington, you know. Okay, so I don't know any famous software houses with names beginning with W. Send letters telling me how stupid I am to the usual address...

X is for XYLOPHONE. You can play tunes on them, you know. Send letters about this one, too.

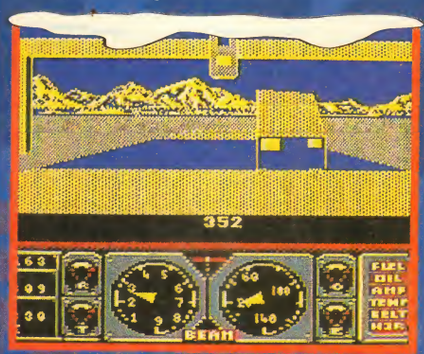
Z is for ZEPPELIN. Although the Zepps have released the odd excellent title, they've yet to hit the big time like their old rivals, CodeMasters. Good luck, guys...

THE TIPSTER

Welcome, my faithful shufflepucks, to a seasonal siesta of festive tippettes. Tinsel adorns the FORCE mantelpiece, the aroma of chrimble pud fills the air and James now resides at the pub mumbling about good will to all men and death to the Tipster. What he doesn't know is that I've spiked his pint of lager with a shot of lemonade — ha! But what if the lads were to hear about this? Old Pricey would be ridi-culed. Of course I wouldn't be so cruel. It's not as though I'd print such slander in an inter-nationally renowned publication such as COMMODORE FORCE. Oh, I have — how very thoughtless of me.

HARD DRIVIN'

I'm not about to suggest anybody actually goes out and buys this sorry little affair, but if you're unfortunate enough to own a copy you might be interested in this little tip (saddo). When on the start line, as soon as the lights change turn around and drive in the other direction until you reach the junction. Go straight over to find yourself on the speed track. Keep going until you arrive at the check point then turn, cross it and head back to the finish line. Amazingly you'll have completed the track in record time and qualified for the championship. Don't worry about the Photon — just repeat the cheat to beat him easy.



STAR GLIDER 2

It's big, it's bold, it's in stunningly outstanding wire frame 3D — and now it's about to become a bigly much sight easier to play if you follow this useful little cheat. Yep — you can give your ship infinite fuel and laser power without breaking the bank.

To achieve this blissful state: when the game begins immediately slow the Icarus down to a standstill and select the floating sight by pressing [F]. Now pause and type in WERE ON A MISSION FROM GOD (recognise that) complete with spaces and [1] to restart. The laser and fuel gauges should fall but don't worry — if things start running low simply press [K] and receive full missiles, bombs, energy, an energy cube launcher and, just for fun, a neutron bomb to boot.

SWIV

The ultimate C64 blaster? Well if it ain't it's damn close. If you've played it you'll know what I mean, and you'll also be aware that it throws enemies at you like the business of nobody. Perhaps infy jeeps and helicopters would go someway to alleviating your problems. Pause the game by pressing 'H' then press (in the following order) Commodore key, 'Q', Commodore key, 'H'. Jumblats — infy lives! Alternatively hold down 1, 3, S and E while paused. It may be slightly different but the result's exactly the same.

MYTH

Everyone's played *Myth*, right? Yeah, cool innit — tricky though! Check this bizarre cheat if you want to get into the game with minimum fuss. Press SHIFT/LOCK before loading the game then, when loaded you should find yourself at the start of level two but with a slight drawback — no sword. This shouldn't pose too much of a problem however if you keep using fireballs (collect 'em by killing the harpies). When you reach level three immediately lose all your lives and I'll eat my pants if level four doesn't load in of its own accord. This time you'll even have the sword as well. Now that's what I call... er, a bit strange really.

TER!

UGH!

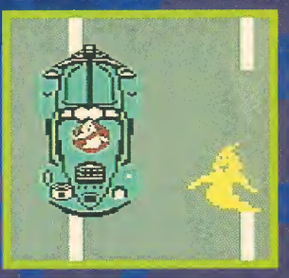
When this stone-age taxi game arrived in the office it wasn't long before we hurled our much put-upon C64 through the window in frustration. Michael Vrijhof of Belgium obviously has far more patience than we do, as he's compiled this list of passwords for all 52 levels of the game. Here goes...

1	(Platforms)	01B082
2	(The Triopberus)	02B039
3	(Dino And The Bird)	03B048
4	(Elevator Action)	04B023
5	(Introducing Dino)	05B074
6	(Zick Zack)	06B067
7	(Beware The Dino)	07B056
8	(Diving For Professionals)	08B035
9	(Funny Water)	09B020
10	(Fast Bird)	10A491
11	(Especially For You)	11A482
12	(Two Triops)	12A439
13	(Tina Trio And Donald Donnie)	13A448
14	(My Fight Against The Triop)	14A423
15	(Diagonal Disaster)	15A474
16	(Do Not Drown The Granny)	16A467
17	(A Danny At Woolworth)	17A465
18	(Danger Dungeon)	18A435
19	(Pretty Platforms)	19A420
20	(Two Trees And A Tricky Tunnel)	20D591
21	(Many Destinations)	21D582
22	(Bottle-neck I)	22D539
23	(Introducing Diving)	23D548
25	(A Capital 6)	25D574
26	(Dino's Deep Dungeon)	26D567
27	(Introducing Bird)	27D556
28	(How Can I Get Over There)	28D535
29	(Zick Zack Diving Over There)	29D520
30	(Anchor Down)	30C691
31	(Divers Delight)	31C682
32	(Unknown Destinations)	32C639
33	(Bottle-neck For Beginner)	33C648
34	(Nepton's Fork)	34C623
35	(Easy Or Not)	35C674
36	(The Stairway To Heaven)	36C667
37	(Divers Delight II)	37C656
38	(Cave Underwater)	38C635
39	(The Capital 1)	39C620
40	(Greetings From Alfred)	40F891
41	(In The Cave)	41F882
42	(Christmas Tree)	42F839
43	(Twisting By The Pool)	43F848
44	(Race For Fuel)	44F823
46	(Twisting By The Pool II)	46F867
47	(Cost In Cage)	47F856
48	(Tower Of Babel)	48F835
49	(Nasty Tree)	49F820
50	(Wooden Problems)	50E791
51	(Triopterus Nastius)	51E782
52	(Dragon Dungeon)	52E739

GHOSTBUSTERS

Despite giving you unlimited money to play with, you'll be aware last month's cheat code for *Ghostbusters* didn't actually allow you to complete the game. Well now you can with this lovely lot of numbers from Carl 'Cracker' Dickinson.

NB The cheat is for the REEL ACTION version of the game and won't work with original commercial copies.



```
 10   REM     Ghostbusters Cheat
 15   REM     By Carl Dickinson
 20   FOR X=512 TO 543 : READ Y : C=C+Y : POKE X, Y : NEXT
 25   IF C•••isn't•••3421 THEN PRINT "ERROR IN DATA" : END
 30   READ Y : IF Y•••smaller than•••0 THEN GOTO 40
 35   POKE X, Y : X=X+1 : GOTO 30
 40   POKE 157, 128 : SYS 512
 45   DATA    169, 019, 141, 040, 003, 169, 002, 141
 50   DATA    041, 003, 169, 001, 133, 186, 169, 000
 55   DATA    076, 086, 245, 169, 032, 141, 205, 002
 60   DATA    169, 002, 141, 206, 002, 076, 237, 246
 65   DATA    169, 165
1000 DATA    096, -1
```

Type in and save the main prog then add the following lines depending on which attributes you wish to obtain.

Infy lives
70 DATA141, 072, 115, 141, 074, 115, 141, 029
75 DATA116, 141, 179, 119, 141, 226, 119

Infy backpack power
80 DATA141, 048, 115, 141, 144, 145, 141, 032, 121

Infy traps
85 DATA141, 218, 116

Infy money
90 DATA141, 062, 131, 141, 076, 131

Here's a little bonus hint — enter your name as FORCE, COMMODORE with account no. 00440124 for $500 000 credit.

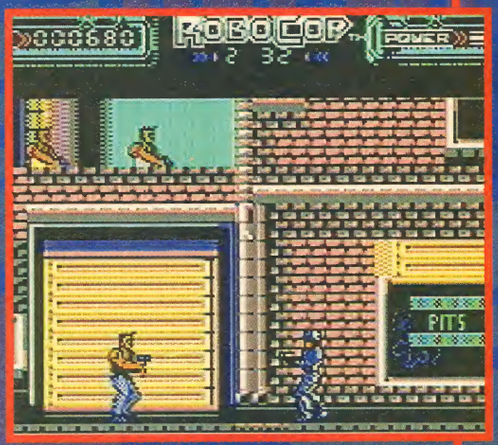
SKOOLDAZE

The bast days of our lives — pah! Playing *Skooldaze* is far more fun. That Robert Smith fellow's compiled this complete list of history dates for all aspiring teacher's pets.

Poitiers	1356
Borodino	1812
Lexington	1775
Waterloo	1815
Culloden	1746
Yorktown	1781
Agincourt	1415
Lepanto	1571
Clontarf	1014
Shrewsbury	1403
Crecy	1346
Gettysburg	1863
Evesham	1265
Balaclava	1854

ROBOCOP

The future of law enforcement has more cheats floating about than I have feet. I'm sure you all knew that typing SUEDEHEAD on the title screen takes you straight to the second section. You did? Well I bet you didn't realise typing in DISAPPOINTED on level two's title screen takes you all the way to the last bit — Robert Smith from Glasgow did!



YIKES! IT'S ANOTHER HUGE DATA LISTING!

You certainly like you data listings don't you? Personally I hate them — do you know what it's like typing out line after line of numbers? Only joshing, I luvs it really and just to prove it, here's another one of the buggers and my word it's a biggy.

```
0   REM       Ultimate Cheat
1   REM       By M. Reel
2   FOR A=512 TO 580 : READ B : C=C+B : POKE A, B : NEXT
3   IF C•••isn't•••7483 THEN PRINT "Data Error" : END
4   READ B : IF B>0 THEN POKE 157, 128 : SYS 512
5   POKE A, B : A=A+1 : GOTO 4
10  DATA      032, 044, 247, 056, 169, 016, 141, 062
11  DATA      003, 169, 017, 141, 064, 003, 032, 108
12  DATA      245, 169, 032, 141, 068, 017, 169, 057
13  DATA      141, 069, 017, 169, 002, 141, 070, 017
14  DATA      169, 255, 189, 193, 016, 157, 193, 002
15  DATA      202, 208, 247, 162, 033, 189, 159, 016
16  DATA      157, 159, 002, 202, 208, 247, 076, 120
17  DATA      003, 072, 206, 032, 208, 032, 069, 002
18  DATA      104, 044, 013, 220, 096
```

TILT (Infy power)
20 DATA 169, 96, 141, 71, 115, 96, -1

RED MAX (Infy lives)
20 DATA 169, 173, 141, 208, 24, 96, -1

WACKY DARTS (Infy time)
20 DATA 169, 165, 141, 215, 80, 96, -1

SUPER TANK (Infy lives)
20 DATA 169, 173, 141, 215, 80, 96, -1

TERRA COGNITA (Original — infy lives)
20 DATA 169, 243, 141, 59, 114, 96, -1

TERRA COGNITA (Quattro — infy lives)
20 DATA 169, 143, 141, 164, 114, 96, -1

HOLLYWOOD OR BUST
(Go straight to end sequence)
20 DATA 169, 6, 141, 177, 46, 96, -1

DESTRUCTO (Infy lives)
20 DATA 169, 175, 141, 11, 27, 96, -1

1985 (Infy lives)
20 DATA 169, 0, 141, 228, 93, 96, -1

ACTION BIKER (Infy lives)
20 DATA 169, 47, 141, 87, 75, 96, -1

HUMAN RACE (Infy lives)
20 DATA 169, 165, 141, 159, 19, 96, -1

THE CAPTIVE (Infy energy)
20 DATA 169, 0, 141, 183, 25, 96, -1

SUPER G-MAN (Infy time)
20 DATA 169, 173, 141, 244, 26, 96, -1

KICK BOX VIGILANTE (Infy energy)
20 DATA 169, 0, 141, 93, 150, 96, -1

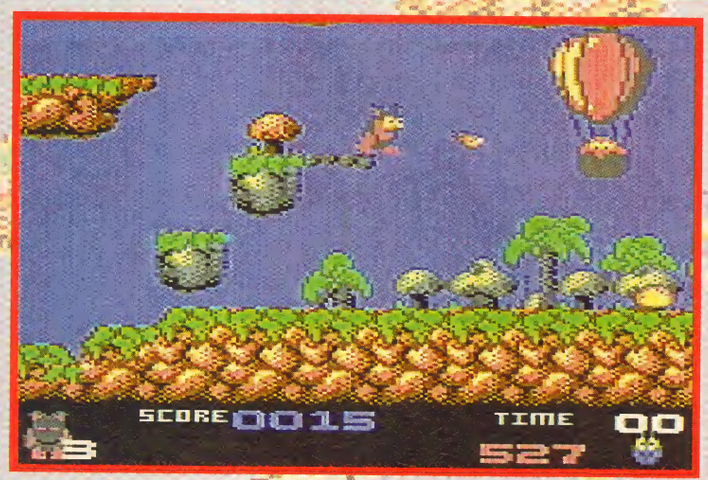
TITANIC BLINKY (Infy lives)
20 DATA 169, 173, 141, 129, 12, 96, -1

Q10 TANKBUSTER (Infy lives)
20 DATA 169, 165, 141, 235, 137, 96, -1

FINDERS KEEPERS (Infy lives)
20 DATA 169, 173, 141, 64, 117, 96, -1

From the pen of Liam O'Hara all the way across the ocean in County Clare, Ireland, comes this set of solutions to the torture screens from the original *Creatures*. So warm your toes in front of the fire, help yourself to a muffin and pay attention.

CREA



Torture Screen 1 — ACME Jack

■ Kill the green blob with flame breath but watch out — as soon as you hit him he starts moving towards you. Next go left and use your flame breath to light the fuse on the cannon. Now go right and up until you're standing just below the platform and wait until a baby worm pops out. When it's gone quickly jump up and flame the big worm then wait for another small one. Repeat this procedure 'til the big worm's dead. Go to the rock and knock it off the edge of the cliff with a flamer. The cannonball will be catapulted into the cannon which will then fire it, killing the demon.

Torture Screen 2 — ACME Saw Mill

■ Go left and make sure the switch is pointing right (it controls the direction of the conveyor belt. When Chaz is almost touching the blade walk over the switch so it moves to the left. Walk up to the jar on the left, which is now full of water, and fire at it. The sleeping blob will wake up and hoist you to the top of the screen. Stay on the lift (the fireballs won't harm you) and jump up to shoot the blob. When he moves forward drop onto the left hand platform and keep bombarding him, he'll then walk right to the left and start to breath fire. Follow him using your flame breath as he retreats. Then go back to the left and repeat until you've killed him. Now go and shoot the yellow box off the right hand edge. The rats will start to eat the contents and in their frenzy chew through the rope holding the weight which in turn falls, crushing the cyclists.

C64 PIXEL POWER!

1994

JULY

Mon		4	11	18	25
Tue		5	12	19	26
Wed		6	13	20	27
Thu		7	14	21	28
Fri	1	8	15	22	29
Sat	2	9	16	23	30
Sun	3	10	17	24	31

AUGUST

Mon	1	8	15	22	29	
Tue	2	9	16	23	30	
Wed	3	10	17	24	31	
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Fri	5	12	19	26		
Sat	6	13	20	27		
Sun	7	14	21	28		

COMMODORE FORCE

1994

JANUARY

Mon		3	10	17	24	31
Tue		4	11	18	25	
Wed		5	12	19	26	
Thu		6	13	20	27	
Fri		7	14	21	28	
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Sun	2	9	16	23	30	

FEBRUARY

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Sun	6	13	20	27		

MARCH

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Sat	5	12	19	26		
Sun	6	13	20	27		

APRIL

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Thu		7	14	21	28	
Fri	1	8	15	22	29	
Sat	2	9	16	23	30	
Sun	3	10	17	24		

MAY

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Thu		5	12	19	27	
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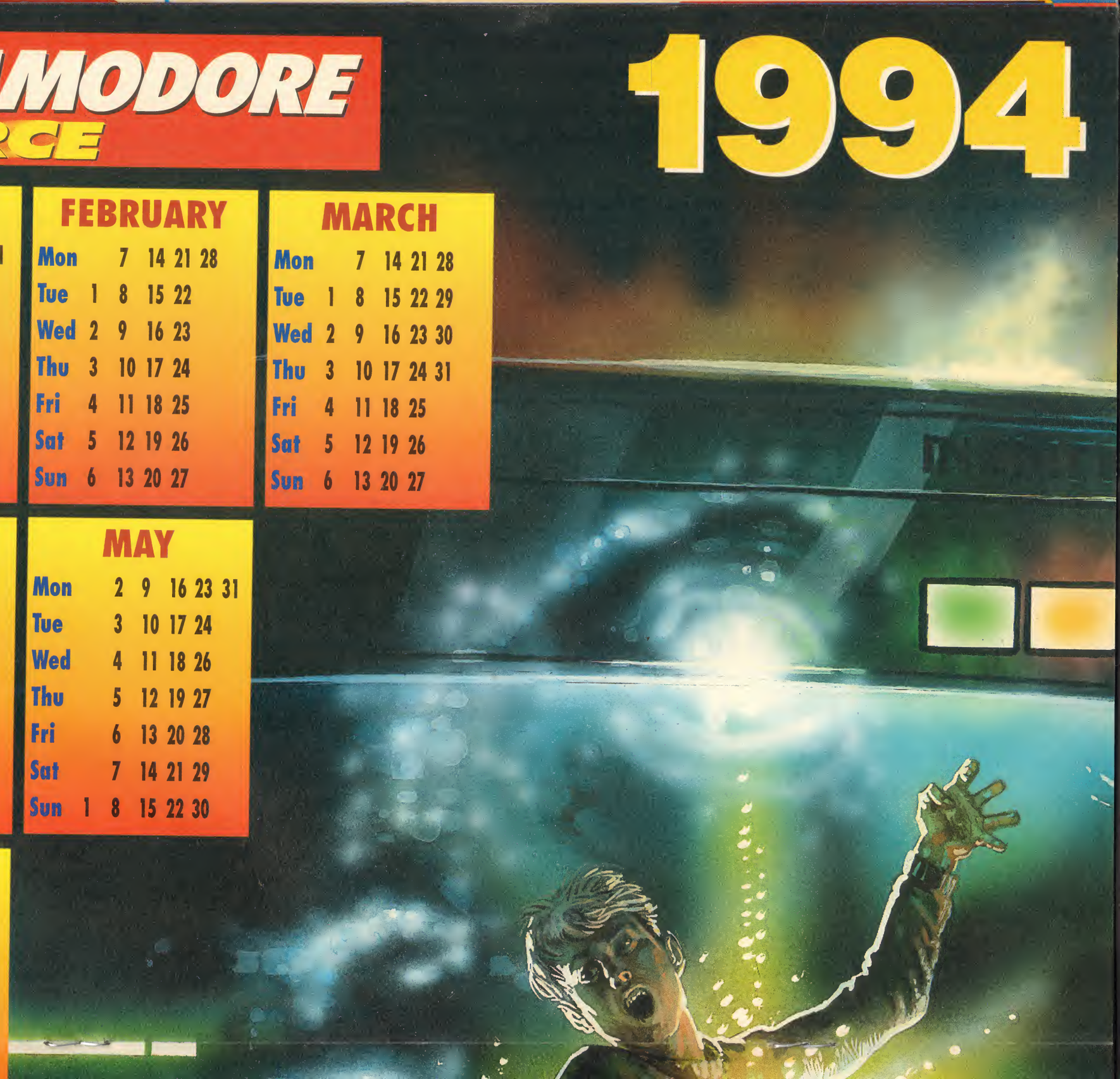
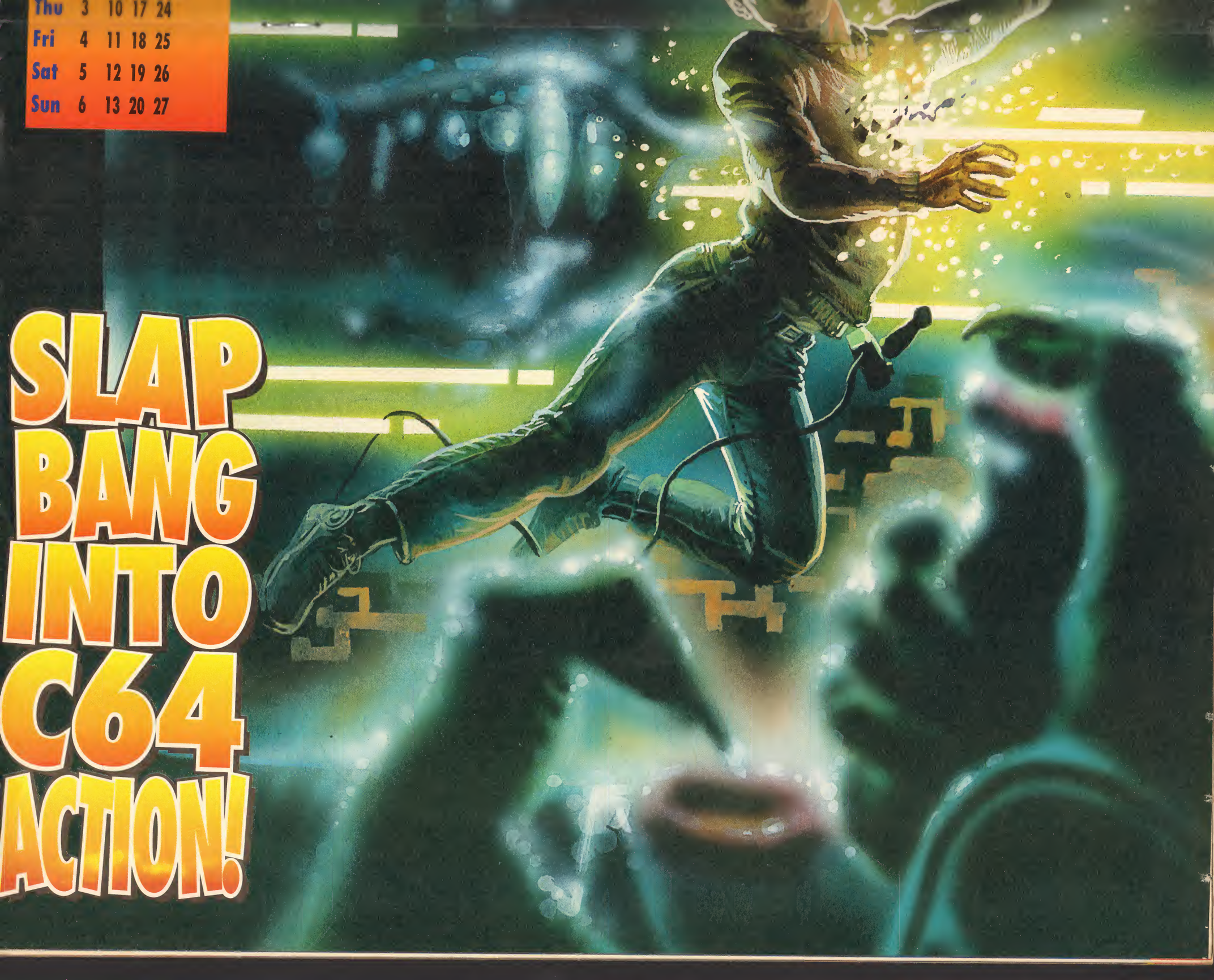
Sat		7	14	21	29	
Sun	1	8	15	22	30	

JUNE

Mon		7	14	21	28	
Tue	1	8	15	22	29	
Wed	2	9	16	23	30	
Thu	3	10	17	24		
Fri	4	11	18	25		



Thu	3	10	17	24
Fri	4	11	18	25
Sat	5	12	19	26
Sun	6	13	20	27



SEPTEMBER
Mon 5 12 19 26
Tue 6 13 20 27
Wed 7 14 21 28
Thu 1 8 15 22 29
Fri 2 9 16 23 30
Sat 3 10 17 24
Sun 4 11 18 25
OCTOBER
Mon 3 10 17 24 31
Tue 4 11 18 25
Wed 5 12 19 26
Thu 6 13 20 27
Fri 7 14 21 28
Sat 1 8 15 22 29
Sun 2 9 16 23 30
NOVEMBER
Mon 7 14 21 28
Tue 1 8 15 22 29
Wed 2 9 16 23 30
Thu 3 10 17 24
Fri 4 11 18 25
Sat 5 12 19 26
Sun 6 13 20 27
DECEMBER
Mon 5 12 19 26
Tue 6 13 20 27
Wed 7 14 21 28
Thu 1 8 15 22 29
Fri 2 9 16 23 30
Sat 3 10 17 24 31
Sun 4 11 18 25
OLIVER FREY
COMMODORE
FORCE

ATURES

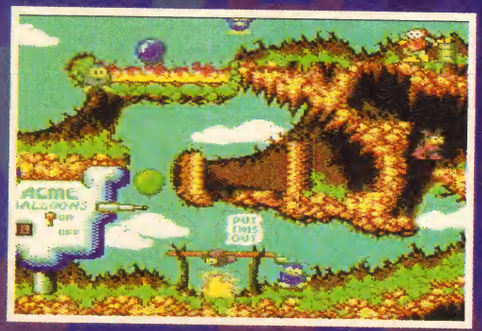
Torture Screen 3 — ACME Ram

■ Select the flamer weapon, move slightly to the left and shoot the green creature. He'll release two green blobs so run to the right then turn and shoot them. Do this four times then you need only hit the green blob once more to destroy him. Now for the difficult part! Jump onto the platform above and edge to the right shooting the two green things. The top one will release four green blobs. Shoot the first two then go right, turn and shoot the remaining two. Repeat this three times then you can kill the green things. At this point a shiny ball drops from the top of the screen. Go to the right of it and use the flamer to push it left. It then rolls into the jar of acid spilling it all over the guy on the ram and promptly melting him (ugh!).

Thanks for those Liam.

CREATURES 2

It's back by popular demand! I know we've printed it before but a number of letters have come in asking for help in accessing the cheat mode on *Creatures 2*. Listen carefully — I won't be telling it again. Wet your finger and when the dancing fuzzy appears during the presentation sequence, rhythmically rub joystick port one. The fuzzy should eventually turn into a mouse — keep rubbing and the mouse will turn grey meaning the cheat's activated (infinite Clydes). If it doesn't work first time keep trying — it will eventually. Funnily enough this is one of the few games which actually becomes more playable with the cheat on.



ACTION BIKER

Hands up who remembers Clumsy Colin — that square jawed chap whose mug used to adorn packets of KP Skips the world over. He also starred in a rather cool little biking game. Here's a nice way to gain infinite Colins with the minimum of hassles. Turn on the 64 and type in POKE 43, 255 : LOAD then RETURN to which the computer should respond with a 'SYNTAX ERROR' message. Don't worry, type POKE 43,1 (RETURN) then 135 POKE 19287,47 (RETURN) now press play and the game should load complete with all those lives promised earlier.

HERE'S SOME ACTION REPLAY POKES!

Paul Zelentchuk (!?) of Corby is the supplier of this months AR ration, and it goes something like this...

Ikari Warriors	POKE 48425, 96	Lives
Armalyte	POKE 59891, 173	Lives
R-Type	POKE 13054, 173	
	POKE 13140, 173	Lives
Slayer	POKE 6924, 189	Lives
Turrican	POKE 3030, 173	Lives
	POKE 16365, 0	Weapons
	POKE 4135, 173	Gyroscopes
Bubble Bobble	POKE 1240, 189	Lives
The Blues Brothers	POKE 11350, 189	Lives
The Simpsons	POKE 3270, 173	Lives
	POKE 12712, 173	Paint
Space Gun	POKE 2934, 181	
	POKE 3052, 181	
	POKE 15483, 165	Credits
The Addams Family	POKE 7265, 173	Lives
PP Hammer	POKE 8818, 173	Lives
	POKE 8717, 173	Time
DJ Puff	POKE 41647, 173	
	POKE 41666, 173	No nasties
Arnie	POKE 13270, 173	Lives

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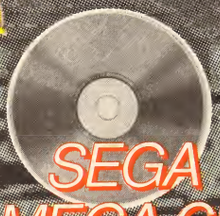

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AMIGA CD-32
0839 407042
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AMIGA A1200
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Instant Win

WIN!

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Impact Jan

DRAGONS LAIR

This odd 'concept' game had people spinning like juniper berries when first released and did much the same on its budget re-emergence. Why? Cos it's boggin' hard, that's why! How about this solution, then, to save the soppy princess and prevent further hair-loss?

The First Disk

Run towards the wind when it appears (seven times) and waggle left/right relative to your position.

Skull Hallway

Tap forward to avoid the skulls and press fire to shatter the first hand. Tap forward to the second set of skulls until two hands appear from the left and right respectively then press fire to destroy them. The bats which follow you down the corridor can be avoided by pulling back then right. Push left, then forward, then right to avoid the slime.

Burning Ropes

Push up while holding fire down 'til you reach the third stone. Wait until the rope nearly touches the stone before jumping onto it and always swing twice before jumping to the next.

Weaponry

Press fire to get rid of the ball and chain. Left to avoid the jug. Fire pushes back the wall. Go right to avoid the axe then right again to dodge the shield. Forward to avoid the next axe then right to dodge the fireballs.

Ramps And Giddy Goons

Kill all the goons or you can't get to the next ramp. Be quick as the ramps disappear after a certain amount of time.

The Tentacle Room

Press fire to destroy the tentacle on the ceiling then left to get away from the tentacle which comes out of the floor then forward to avoid the next one. Two tentacles will now appear one after the other on the ceiling, so press fire to blat them. Keep going right towards the door and the last tentacle should miss you.

The Second Disk

The wind isn't as strong as before but it appears more often and blows for twice as long.

The Deadly Checkerboard

Always jump onto the square next to the knight and hit him with your sword.

The Dragons Lair

Get the treasure. Look out while going for the sword on the edge of the cliff. Avoid Singe's fire and jump off the ramp. Now you can go and do whatever brave knights and rescued damsels do when the lights go out!

TURRICAN 2

It's one of the best games about, big, violent and badgeringly addictive. Obviously, you wouldn't want to spoil it by cheating then, would you? You would! I must say that makes me very sad, but tips are my life so tip I will. Actually this isn't a cheat in the nomal sense of the word, but it *does* make the going slightly easier, especially in the shoot-'em-up sections. Switch autofire to 'on' on the joystick and hold down the CONTROL key (pause). Now you can go through the game in slow motion with far more time to react to situations. Thanks go 'down under' to Australian COMMODORE FORCE reader Dan McMullan for that little insight.

SUPER ROBIN HOOD (Infy energy)
20 DATA 169, 173, 141, 40, 96, 96, -1

CURSE OF SHERWOOD (Infy lives)
20 DATA 169, 0, 141, 4, 25, 96, -1

FORMULA ONE SIM' (Slow time)
20 DATA 169, 1, 141, 51, 19, 96, -1

SKY HIGH STUNTMAN (Infy takes)
20 DATA 169, 173, 141, 106, 39, 96, -1

CHILLER (Infy lives)
20 DATA 169, 173, 141, 173, 89, 96, -1

SUPER HERO (Infy lives)
20 DATA 169, 173, 141, 244, 26, 96, -1

SPIKE IN TRANSYLVANIA (Infy lives)
20 DATA 169, 173, 141, 183, 062, 096, -1

BMX SIMULATOR (Infy time)
20 DATA 169, 0, 141, 113, 54, 96, -1 or
20 DATA 169, 0, 141, 244, 33, 96, -1

FRUIT MACHINE SIM' (Infy credits)
20 DATA 169, 173, 141, 79, 131, 96, -1

BIGFOOT (Infy lives)
20 DATA 169, 173, 141, 214, 109, 96, -1

PHILEAS FOGG'S BALLOON BATTLES (Infy lives)
20 DATA 169, 173, 141, 200, 81, 96, -1

AMERICAN 3D POOL (Infy balls)
20 DATA 169, 0, 141, 99, 58, 96, -1

VIDEO POKER (Infy money)
20 DATA 169, 0, 141, 41, 16, 96, -1

NAVY MOVES PART ONE (Infy lives)
20 DATA 169, 173, 141, 219, 022, 096, -1

YOGI AND THE GREED MONSTER (Infy energy)
20 DATA 169, 173, 141, 113, 39, 96, -1

SKY JET (Infy lives)
20 DATA 169, 250, 141, 144, 108, 96, -1

POD (Infy lives)
20 DATA 169, 173, 141, 252, 102, 96, -1

ONE MAN AND HIS DROID (Infy energy)
20 DATA 169, 0, 141, 127, 87, 96, -1

PANTHER (Infy lives)
20 DATA 169, 169, 141, 47, 55, 96, -1

SOS (Infy lives)
20 DATA 169, 173, 141, 7, 21 96, -1

SPOOKS (Infy lives)
20 DATA 169, 32, 141, 71, 58, 96, -1

SEYMOUR GOES TO HOLLYWOOD (Infy lives)
20 DATA 169, 173, 141, 134, 42, 96, -1

F1 TORNADO (Infy lives)
20 DATA 169, 165, 141, 134, 42, 96, -1

SLEEPWALKER (Infy lives)
20 DATA 169, 0, 141, 56, 156, 96, -1

SPELLBOUND (Infy energy)
20 DATA 169, 173, 141, 1, 24, 96, -1

FAST FOOD (Infy lives)
20 DATA 169, 173, 141, 119, 69, 96, -1

CHAMPIONSHIP JETSKI (Infy time)
20 DATA 169, 189, 141, 250, 83, 96, -1

ADVANCED PINBALL SIM' (Infy balls)
20 DATA 169, 189, 141, 250, 83, 96, -1

ATV SIM' (Infy time)
20 DATA 169, 0, 141, 051, 22, 96, -1

BIG NOSE'S AMERICAN ADVENTURE (Infy lives)
20 DATA 169, 234, 141, 91, 19, 96, -1

BUBBLE DIZZY (Infy lives)
20 DATA 169, 173, 141, 62, 102, 96, -1

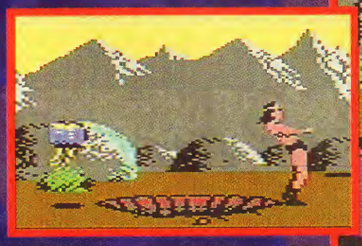
KWIK SNAX (Infy lives)
20 DATA 169, 173, 141, 245, 146, 96, -1

BARBA

SAURION BEASTS
Level one's biggest and toughest adversary. Duck and keep using low chops — that's the safest way to dispose of them.

NEANDERTHAL MAN
Stun him with a low chop, then use the flying neck chop. Time it right and you'll lop his head off, killing him instantly — no problem!

STABBERS
Keep using low chops. You can jump them with a flying leap if they corner you at the edge of the screen.



MUTANT CHICKENS
Kick to stun it then low chop and repeat until it goes up in a puff of smoke.

FLOATERS
Alternate kicks and low chops, but be careful not to let them get in close.

KICKING APES
The best way past these guys is to keep using kicks — it takes time but stops them getting close enough to hit you.

CAVE TROLLS
Use low chops while throwing in the occasional kick to drive it back.

CARNIVORES
When it goes for your legs, do low chops, but if it crouches this means it's gonna jump for your throat — get in first with a head chop or a kick.

ORC GUARD
Use the same tactic used for level one's Neanderthals, but look out — these chaps are much quicker.

SLITHERING MEDUSAS
Use low chops, though the decapitation is possible if you're feeling brave.

CRABS
You'll have to use low chops, but you can also jump them if needs be.

STINGERS
Use combinations of chops, as all can connect.

ARIAN 2

LIVING IDOL
Walk backwards towards it, then turn around and run pushing it ahead of you — you'll be able to run onto the next screen.

THE DEMON
Stand about half-way between the first two pillars and keep doing low chops as he extends his arms.

DRAX
Stand in front of the body hanging on the wall, avoiding the magic bolts and, just as Drax is about to stop firing, go for a flying neck chop.

EYES
Repeated head chops will do the trick.

PIT MONSTERS
Leap them while the tentacle is on its way down.

DUNGEON MASTERS
Alternate low chops and head chops will do the biz on these fatties.

GOBBLERS
Kick it back to the edge of the screen then keep kicking until dead. You can sometimes cut its head off with a low chop.

ORCLETS
Low chop when they grin at you — it's as simple as that.

GIANT GRUBS
Don't bother fighting them — just take a running jump and keep going.

Repent, for the end is near. Another tips section is laid quietly to rest with legions of satisfied onlookers to mourn its passing. But have faith my friends for it will rise again and once more ease the frustrations of countless gamers with biblical proportions of advice and cheats. If you have a problem, don't bottle it up — just write to the the Samaritan-like Tipster and receive divine counselling of the highest order. Enlightenment can be achieved by writing to: The Tipster, COMMODORE FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. Just time for a quick song before I go... oops, sorry, no there isn't. Bye!

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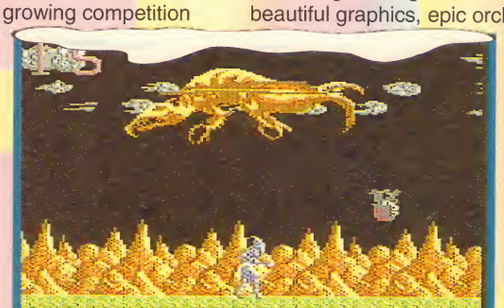
BACK TO TH

1991

Hello again nostalgia fans — Miles here. My original idea for this intro was to mention some world-shattering events that occurred during the year in question but unfortunately I can't remember anything. It's official — nothing at all happened in 1991 and anyone who tells you otherwise is either lying or mad. Now that's sorted out, I suppose we'd better get stuck in...

...And so 1991 opened its doors, and ushered civilisation through. The many C64 doom merchants were once more left with eggy faces as software continued to appear, despite growing competition from Nintendo and Sega's 8 and 16-bit systems.

Domark's conversion of the moderately well-known *Cyberball* was a fair bash — a futuristic variation on American Football in which players were replaced with huge, armoured robots and the ball became a bomb. This added extra incentive to make up yards, as failure to cross the 'diffuse line' in time would result in a nasty explosion and loss of players. Good presentation and fair graphics dragged it up a few pegs but it offered far more to grid-iron fans than general gamers. Then there was *Shadow Of The Beast*. At the time its producers, Psygnosis, had a reputation (in some cases well-deserved) for producing 16-bit games incorporating beautiful graphics, epic orchestral soundtracks... but no real balls (so they didn't do a football game, then — Ed). The C64 conversion of their earlier Amiga game fell into a similar bracket. Despite impressive parallax effects and smart jingles, almost all its gameplay comprised of was punching the odd dumb nasty and simplistic puzzle/maze solving.



● Beast from Psygnosis — flashy presentation but where's the game?

A more original game was *Night Shift*, in which you played a handyman working for Industrial Might and Logic (if you're interested, that's a play on words with Industrial Light and Magic — the company responsible for producing most of the sets and special effects that bring today's cinema to life) whose job it was to keep the 'Beast' up and running. The Beast was a huge machine responsible for making toy dolls resembling all our fave movie characters... it just happened to break down a lot.

Tunnel Vision

An early contender for cowpat of the year was Domark's *Stun Runner*. It supposedly simulated an exciting racing sport of the future, in which competitors piloted rockets through twisting tunnels at hundreds of miles per hour. Considering its arcade parent was a pretty mediocre potato, C64 *Stun Runner* could never aspire to greatness, and it didn't — not by a long stretch.

● 360° chess never caught on cos the bits kept falling over.

CYBERBALL
PUBLISHER: DOMARK
ORIGINAL MARK RECEIVED: 78%
CF RATING: 70%
AVAILABILITY: 3/10

SHADOW OF THE BEAST
PUBLISHER: PSYGNOSIS
ORIGINAL MARK RECEIVED: 86%
CF RATING: 58%
AVAILABILITY: 2/10

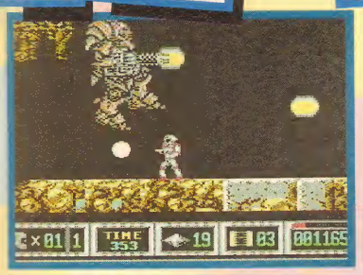
NIGHT SHIFT
PUBLISHER: US GOLD
ORIGINAL MARK RECEIVED: 89%
CF RATING: 80%
AVAILABILITY: 10/10

STUN RUNNER
PUBLISHER: DOMARK
ORIGINAL MARK RECEIVED: 48%
CF RATING: 18%
AVAILABILITY: 3/10

TURRICAN 2
PUBLISHER: RAINBOW ARTS
ORIGINAL MARK RECEIVED: 96%
CF RATING: 96%
AVAILABILITY: 3/10

LAST NINJA 3
PUBLISHER: SYSTEM 3
ORIGINAL MARK RECEIVED: 93%
CF RATING: 90%
AVAILABILITY: 2/10

ME FEATURE



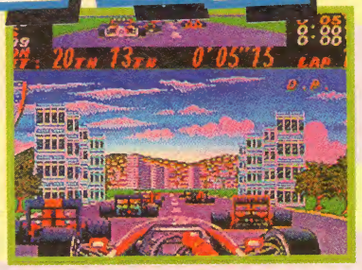
● Turrican's secret weapon — all out snowball attack!

And so to *T2*, but not the Arnie film. I'm talking about the return of a *real* hero here — Turrican. The first *Turrican* game was praised for its huge levels, attractive graphics and all-action gameplay. *Turrican 2* was bigger, better looking, and even tougher. 96% — nuff said!

March saw the conclusion of the much acclaimed *Last Ninja* series with another isometric extravaganza, its cart-only format allowing a whole lot more presentation and graphics to be included. A fitting end to a fine saga.

More ambitious but nowhere near as successful was US Gold's *Line Of Fire* conversion. The arcade machine was everything you could want from a generic *Operation Wolf* clone but C64 *Wolf* was far superior than its newer stable-mate. A ludicrous difficulty curve which went from shamefully easy to downright impossible in the wink of an eye did little to redeem repetitive and unrewarding play.

Super Monaco GP showed how a conversion *should* be done. The first person perspective from your Formula One car's cockpit may have hinted at simsville, but make no mistake — *SMGP* was tyre-screechin' arcade action all the way, with the added frill of a working rear-view mirror. That elusive feeling of speed was admirably captured and the sound, well, Jeroen Tel did it, so what do you expect?



● Here the engines, smell the exhaust fumes — poo!

Pizza off

This was the point in history when a certain group of green, sewer-dwelling reptiles with a pizza-fixation were *the* word in marketing. You couldn't walk past a shop window without seeing various gubbins bearing the names of those accursed turtles, so I suppose the avoidance of a computer game was purely wishful thinking. The resulting binary offering was a poor arcade adventure that, like the fad, was never destined to last for very long.

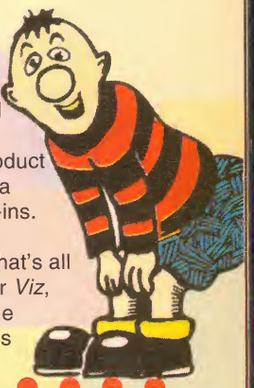
After banal attempts to convert the previous movies, *Back To The Future III* was a refreshingly playable, if limited, multi-section tie-in. Fine graphics helped give relevance to the subject matter, as links between game and film were a little tenuous to say the least. None of the sub-games were particularly outstanding or inventive, but it built up nicely to a strong climax.

On the subject of licenses, how about Gremlin's *Lotus Turbo Challenge* — surely one of the most compulsive head-to-headers the C64's seen. It was, put plainly, brill split screen driving mayhem with speed and smooth-scrolling to match. The feeling you got when crashing only to see your mate whizz past and take first place was quite sickening. If you were really smart you could even cheat — quick glances at your opponent's screen as he went to overtake and a well timed swerve could leave him eating signpost as you sailed scornfully into the distance.

At the risk of speaking its holy name, mention must now go to *SWIV*. It seems almost criminal that this top-order blaster was only awarded a measly 76% in its original review. With gameplay as frantic as you like and graphics not too far removed from the Amiga version, this was (and is) the king of its genre.

The only thing to rival the Turtles in the hype stakes of '91 was Tim Burton's *Batman*. For a character raised on the zany humour of the sixties TV show, the idea of a seedy and brooding thriller always seemed a bit silly to me. Fortunately the game was far worthier of the name, being a multi-level action adventure of supreme quality. Driving, puzzle and maze/beat-'em-up elements gelled remarkably well to form an outstanding product which remains a yardstick in tie-ins.

Just a quick mention (cos that's all it deserves) for *Viz*, the game of the comic — it was crap!



LINE OF FIRE
PUBLISHER: US GOLD
ORIGINAL MARK RECEIVED: 32%
CF RATING: 32%
AVAILABILITY: 1/10

SUPER MONACO GP
PUBLISHER: US GOLD
ORIGINAL MARK RECEIVED: 90%
CF RATING: 70%
AVAILABILITY: 5/10

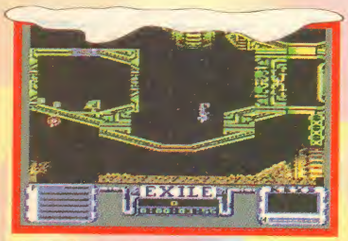
TMNN TURTLES
PUBLISHER: IMAGEWORKS
ORIGINAL MARK RECEIVED: 59%
CF RATING: 45%
AVAILABILITY: 1/10

BACK TO THE FUTURE 3
PUBLISHER: IMAGEWORKS
ORIGINAL MARK RECEIVED: 81%
CF RATING: 76%
AVAILABILITY: 1/10

LOTUS TURBO CHALLENGE
PUBLISHER: GREMLIN
ORIGINAL MARK RECEIVED: 90%
CF RATING: 93%
AVAILABILITY: 3/10

SWIV
PUBLISHER: STORM
ORIGINAL MARK RECEIVED: 76%
CF RATING: 94%
AVAILABILITY: 4/10

Having taken the 2D maze formula as far as was possible in its predecessors, US Gold decided to utilise a new forced-perspective 3D view in *Gauntlet 3*. Sadly, despite a more-than-favourable 92% review from good old ZZAP!, the game never actually got as far as the shop shelves due to the programmer falling ill during the final development stages.



● **Exilerating space adventures with Exile.**

Exile from Audiogenic was a big, Big, BIG (625 screens) arcade adventure gaining a mixed reception from those who played it. It was a love-it-or-hate-it affair whose fans (of which James is one) praised its challenge and depth, but patience was initially the key to success, as its puzzles could occasionally be a little too obscure for their own good (no they weren't Miles, it's just that you always *have* been crap at it — James).

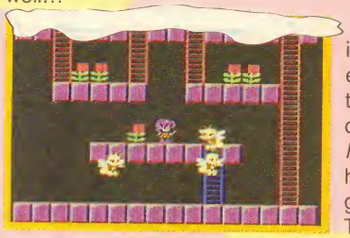
● **No sign of any flashy German cars here!**

Equally obscure was *Mercs* — an all-action coin-op which dragged the *Commando/Ikari Warriors* formula into the nineties with weapon power-ups, bigger sprites and even more frenetic action. The conversion from US Gold was a brave attempt and reasonably good fun, especially as they managed to include the simultaneous two-player option.

Even more frenetic still was *Turbo Charge* — into-the-screen racing with guns to blow away any road-users in your path. Shallow it was, but serious fun nonetheless. If you wanted to let off steam *Turbo Charge* was everything closet road hogs had dreamed of, but never had the nerve to try.

Baseball had its say with *RBI 2* (don't ask me what it stands for). The only previous game of the sport worth talking about was the age-old *Hardball* and, though far easier to get into at first, *RBI* lacked the compulsion and in-depth playability of the older game. Still, if you're interested in the sport it's worth having both titles, as they each take a slightly different approach — *RBI*'s a little more arcadey, while *Hardball* relies heavily on its management elements.

With summer in full swing, Domark gave us the most fascinating game-maker around. By now most people had marvelled at the incredible three-dimensional worlds of the Freescape games (check out *Driller* on last month's Reel Action) and so emerged the *3D Construction Kit*. It may have appeared daunting at first but once you'd got to grips with it the possibilities were endless — you could actually create your own Freescape games by using menus and manipulating polygon shapes. Expand, shear, stretch… the only limit was the imagination of the user. Admittedly games fashioned on the utility ran a little slower than commercial releases, but simply playing God — creating a world then actually walking around it and seeing everything from all angles — was hugely satisfying. Strange how we never seem to receive any *3DCK* reader games for the cover, though. Oh well…



● **We've got a rod and we're not afraid to use it.**

From the immensely enthralling to the sickeningly cute — *Rodland*. The heroes of the game were Tam and Rit (bleurgh), two sweet little fairies (gloop gloop) with a mission. Pretty standard single screen platform levels owing a deal to *Bubble Bobble* kept up the tradition of playability spun by that game. Gameplay itself was, however, sufficiently different to retain the game's identity. The method of baddy extermination was really cool, though, and unbecoming of the angelic heroes — skewering foes on rods (hence the name) and repeatedly pounding them against the floor.

As the year drew to a close we were blessed with *Battle Command*. This 'sort of' follow up to *Carrier Command* incorporated the solid 3D of that game and had you rolling around in a futuristic tank, planning campaigns, completing missions and doing serious damage to the enemy hordes — strategy and action perfectly combined.

Final Fight thrilled in the arcades with bone crunching FX and abnormally-gigantic sprites. Those same sprites exploded across computer formats fairly successfully, all except the 64. Mike Hagger's massive frame was reduced to a puny little figure who you'd walk up to, nick his sweets then, as an afterthought, poke in the eye for good measure.

Strangely enough another dire beat-'em-up conversion arrived to try and dampen our Christmas still further. *Pit-Fighter* was so badly programmed, unresponsive and dull one wondered why Domark even bothered to release it.

Altogether more worthwhile in its journey from coin-op to C64 was *Smash TV*, a gameshow of the future in which contestants had to collect cash and prizes while blasting gangs of thugs and other adversaries with an assortment of collectable weaponry. Its just a shame you couldn't give Lesley Crowther some while you were about it…

● **Give old Brucey a good kickin' in Smash TV.**

Just when we thought we'd escaped those blasted Turtles for the last time, they smart-alec-quoted their way back with their second game of the year. Thankfully *Turtles 2* (how do they think up these names?) was a sight better than its predecessor. A conversion of the coin-op, it put them in the rather more appropriate scenario of a beat-'em-up — they *were* supposed to be ninjas, after all. The game wasn't half bad, and fans were pleased to see their heroes (!?) appearing in a game that was more than just a vehicle for the license.

One last thing: Merry Christmas from Back to the Feature!

There it is, the latest instalment of Back To The Feature. I'm a bit dewy eyed at the mo — where did all the time go? Come to that, where did all the games go, then there's this novelty key-ring I used to have, and all my old school exercise books, and... and... oh what's the use (sniff).

BATMAN: THE MOVIE
PUBLISHER: OCEAN
ORIGINAL MARK RECEIVED: 96%
CF RATING: 91%
AVAILABILITY: 3/10

VIZ
PUBLISHER: VIRGIN
ORIGINAL MARK RECEIVED: 40%
CF RATING: 27%
AVAILABILITY: 3/10

GAUNTLET 3
PUBLISHER: US GOLD
ORIGINAL MARK RECEIVED: 92%
CF RATING: 88%
AVAILABILITY: 0/10

EXILE
PUBLISHER: AUDIOGENIC
ORIGINAL MARK RECEIVED: 91%
CF RATING: 91%
AVAILABILITY: 2/10

MERCS
PUBLISHER: US GOLD
ORIGINAL MARK RECEIVED: 59%
CF RATING: 69%
AVAILABILITY: 3/10

TURBO CHARGE
PUBLISHER: SYSTEM 3
ORIGINAL MARK RECEIVED: 96%
CF RATING: 85%
AVAILABILITY: 8/10

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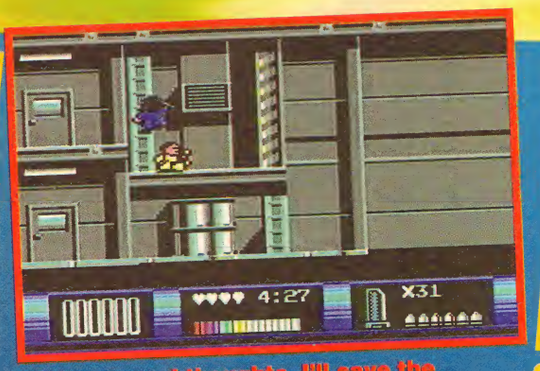
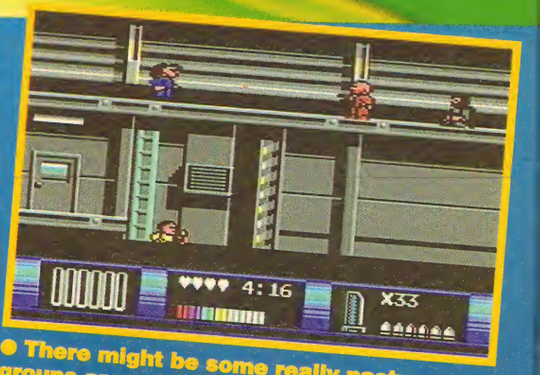
● There's extra ammo to pick up, and someone to shoot with it, heh heh...



● On second thoughts, I'll save the bullets for later — you never know...



● There might be some really nasty groups around. Like these two. Eeek.

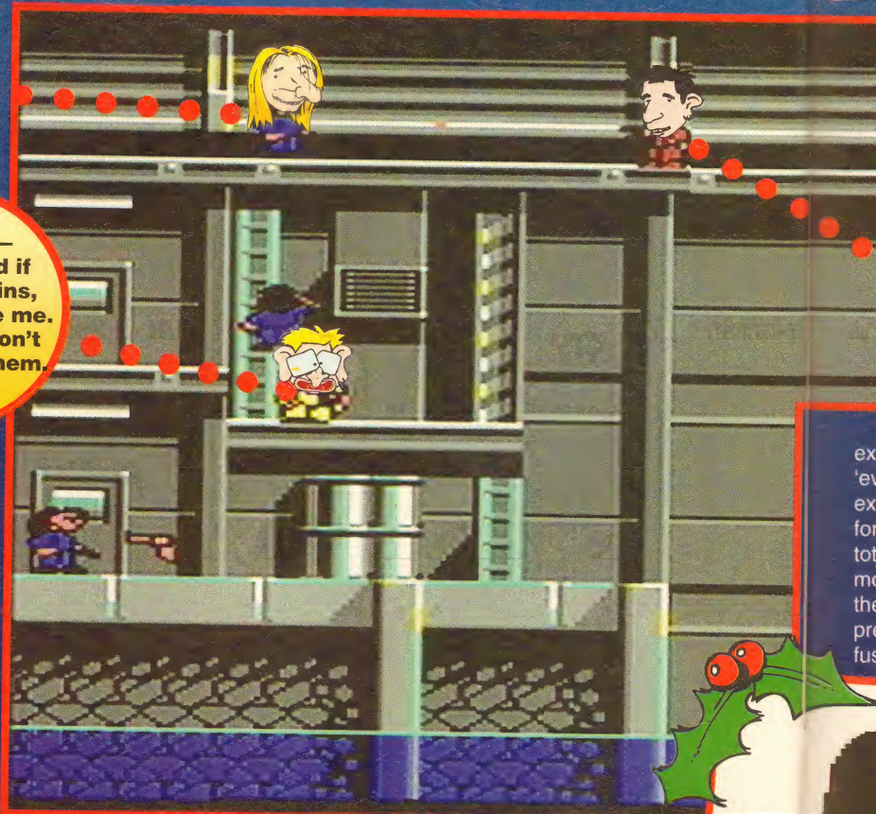
LETHAL WE

● The Hit Squad, £3.99 cassette

Three films containing lots of guns, the odd bit of male bonding, and lots of people getting killed. Oh yeah, Mel Gibson gets to do his 'I'm crazy, me' act every now and again. The Lethal Weapon films were entertaining, sure — but do they make good computer game fodder? JAMES 'INSERT POCKET-RELATED GUN GAG HERE' PRICE finds out...

Oh no! COMMODORE FORCE people, past and present, have been zzapped into Lethal Weapon!

Tee hee hee — I'm Ian, and if you like trains, you'll not like me. Because I don't really spot them. Honest.



Ah. Would you believe this first section of the review is being written last? Surprisingly, it is. You see, I've written the rest of the text about *Lethal Weapon*, only to find there's little I can say about it, due to the fact it's a terribly shallow and unengaging licenced product. I can't pass across a review that's too short, or our designer Claire will shout at me, which is why I'm wasting words, like that one there. And that one. Usually I'd witter on about something or other deemed appropriate to ease readers into the review proper, as it is, but I've decided to cut down on that since our editorial director called me an 'opinionated hippy'. I am NOT a hippy...

Strangely, *Lethal Weapon* isn't based on the first of the three films — or, indeed either of the other two — but the series as a whole. Regardless, no matter how many times I see them, I'm always suspicious of film licences. More often than not, the software house involved simply chucks out a second-rate platform game with little or no relevance to its supposed subject matter at all, except perhaps the main sprite *does* look a little like the film's hero, or the loading screen's a recognisable action shot or something. Guess what? *Lethal Weapon* is a platform game and, if the truth be known, a pretty insipid one at that. Saving the moans for later, I'll tell you what happens...

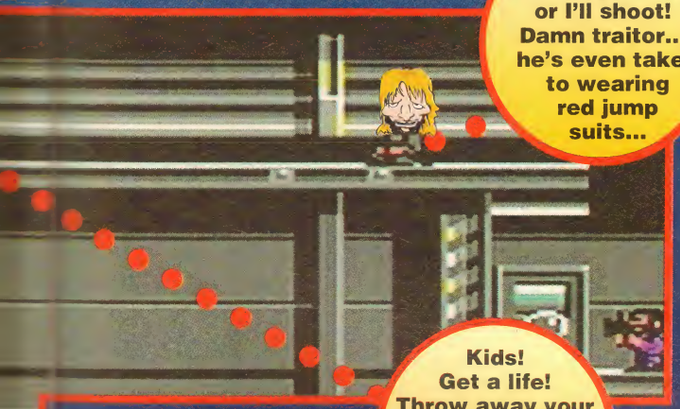
"Too slow and too predictable"

...which, to be honest, isn't much. After choosing either of the film's heroes — Riggs or Murtaugh — a lengthy load precedes the 'action', such as it is. Each level scrolls in all eight directions, with facilitates the chosen crimefighter's search for the exit point. Along the way assorted criminals pop up and wander, seemingly aimlessly, around, although moving into their line of sight on a platform results in short bursts of bullets in your general direction. These *can* be jumped, but more often than not *Lethal Weapon*'s dodgy collision detection chooses to ignore this fact. However, a handy energy bar means a fair few hits can be taken before death; to top this up, hearts can be collected at certain points in the maze-like stages. The heroes can return fire at will, but each assailant takes a certain amount of shots to kill, while a limited supply of ammunition encourages careful combat. While exploring the holes ladders and platforms of each level, magnifying glasses can be collected for

● Or a guy with a BIG gun. Triple eeek. Anyone got some pants I can borrow?

● Thankfully, there's this (admittedly crap) platform for me to escape on. Yay!

WEAPON



Drop the Mega Drive or I'll shoot! Damn traitor... he's even taken to wearing red jump suits...

Kids! Get a life! Throw away your '64, get a Mega Drive and read Mega Machines. Or are you just nerds?

extra points — supposedly 'evidence', hurrah — and extra ammunition, essential for the survival of the gun-toting sprites. The occasional moving platform presents a problem, as the drop below is usually fatal, but these, like other precarious areas, can be cleared without too much fuss.

Lethargic weapon

Lethal Weapon is a platform game of the most insipid kind. It's not a *Mayhem*-style skilful speedfest, being too slow and too predictable. There are few tactics to employ; gun battles are straightforward blast-'em-and-hope affairs, while finding the exit point is a simple matter of trial and error. The levels are badly designed, too, requiring too much wandering and too little action. Then there are the simple flaws, such as an extra life being on the main route in level three. This means that, should you be killed, you just pick up the life and you're back where you started. So where's the challenge in that? Also, just what does all this bouncing on platforms and shooting of guns have to do with the films? I've looked for links between the it and the movie, but believe me, there's next to nothing. The game's box says that it's *Lethal Weapon*, but I've seen very little evidence of that. Perhaps I'd better pop off and collect a few magnifying glasses, or something...

● A daredevil leap by the hero, straight into the path of a rocket launcher.

JAMES! 40%

MILES!

● Yeah! Mel and Danny are ready for some quick-on-the-draw action with the bad guys — unfortunately, they won't find much action or excitement in this particular outing through the realms of drug smugglers, gun runners and...err...other unsavoury characters that appeared in the two successful films. In fact there's very little of anything in the game that bares relation to the films at all. The main problem I found with this game was the slough-like movement of the main character giving the impression he's either too tired to bother or his feet have been removed. There doesn't seem to be that much imagination put into this Lethal Weapon — I've played it on other formats (dare I say it) and it wasn't much cop on those. Graphically it's not overwhelming, little thought seems to have gone into the characters appearance, Mel looks no different to one of the fiends that lurk on each level. Overall, Lethal Weapon's a bit of a disappointment with little playability or addictiveness.

45%

GALE WARNING

PRESENTATION	SPARCE, TERRIBLE MULTILOAD	52%
GRAPHICS	BLAND SPRITES, MEDIOCRE BACKDROPS	51%
SOUND	ABOVE-AVERAGE TUNES AND FX	67%
HOOKABILITY	INSTANTLY 'UGH'!	43%
LASTABILITY	CONSISTENTLY 'UGH'!	43%

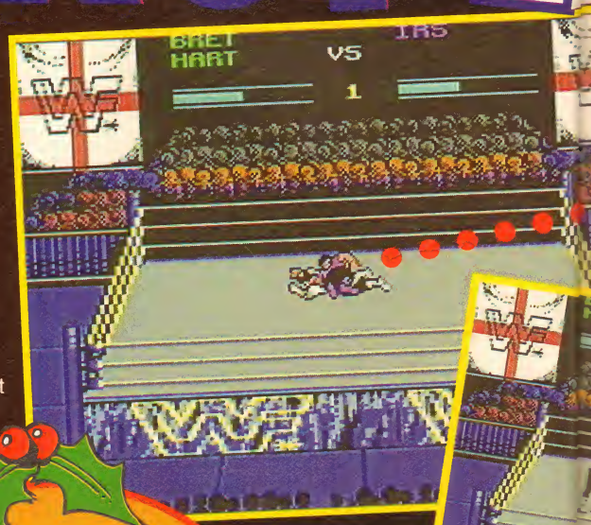
FORCE FACTOR 43%

WWF EUROPEAN RAMPAGE TOUR

Wrestling, the only sport(?) where rather overweight bullies parade around in front of thousands of screaming fans in little more than a skimpy pair of Cammy knickers and a pair of boots. 'Give me Ludo any time,' exclaims ROB 'CONSOLE KICK' MILLICHAMP, 'there's far less sweat for a start...'

Since the dawn of time, human beings have felt the need to settle their differences with scuffles, be they in private or in front of lots of interested onlookers shouting SCRAP! SCRAP! SCRAP! The only difference with some of today's fights is that they're televised and the participants are paid vast amounts of cash in the name of a novel sport known as Wrestling. There can't be many people out there who don't remember the mighty World of Sport introduced by Dicky Davies. All the big names were there, Big Daddy, Giant Haystacks and Claire Rayner (shurely Mick McManus? — Ed). Since those humble Saturday afternoon jaunts, the sport has become a much-loved international sports, especially with the onslaught of WWF and WCW.

Now finally, you can experience the thrill and excitement (well, sort of) of this energetic sport in *WWF European Rampage Tour*. Basically, the main aim of the game is to tour around various European cities, challenging a whole host of tough wrestlers who need to be defeated before you can move onto the next city and challenger. There are a choice of four wrestlers to assume the identity of, in order to reach the final bad guy — known imaginatively as Animal from the Legion of Doom — who guards the coveted Championship.



"I never could stomach twelve kilos of lard"

The players you can pick are the famous Hulk Hogan, with his amazing powers of sporting a crap moustache, Bret Hart, an easy-going guy who turns rather nasty if you get on the wrong side of him, Randy Savage, who gets his epithet from his bizarre past times, and last but no way least is a mysterious guy simply known as the Ultimate Fighter. The guys you compete against are equally tough — and yes, they've got crap names as well.

Ooh, blimey! I think I've ruptured me spleen. I'm REALLY goin' to tell on you now, poo head...

THE GOOD, THE BAD AND THE MOUSTACHE...

Whaddya mean 'girly moustache'. If you reckon this is girly you musta been hanging about with pretty dodgy women.

Of course it's my real name, given to me by my good parents at birth. C'mon — would you call yourself Randy Savage?

You want teeth like mine? Well just floss after meals, brush regularly and get a few friends to punch you in the mouth

Hi! I'm the only blind wrestler in the WWF. That doesn't mean I'm not 'ard mind so don't gimme no stick (I've got a guide dog).

Canvas crawler

You have a choice of two scenarios — the first one is a one player competition, the second is a two player practice match. As soon as you've decided between the two, off you pop straight to the ring.

With all the pleasantries out of the way, competitors can get down to the real business — fighting (a step away from real life; if there's such a thing as

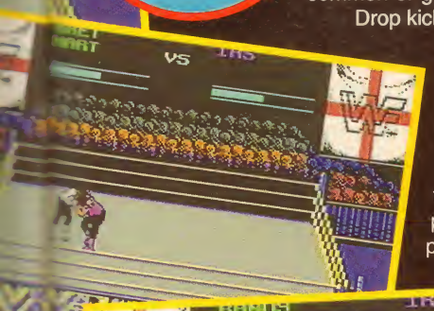
EAN RAMPAGE

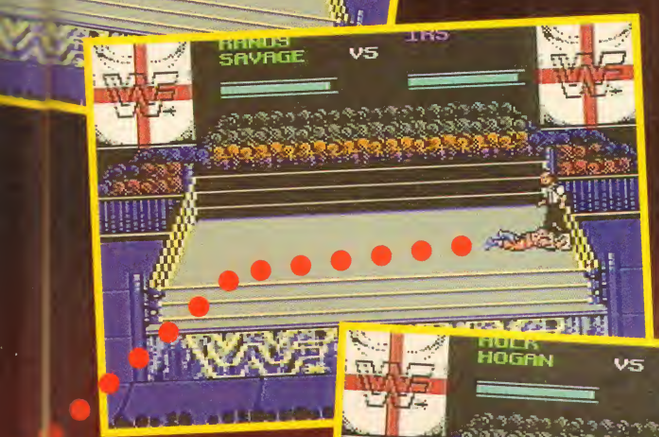
Let me up man — it really 'urts! I'll going to tell mum. No really, I'm going to. You're gonna get a *smack...*

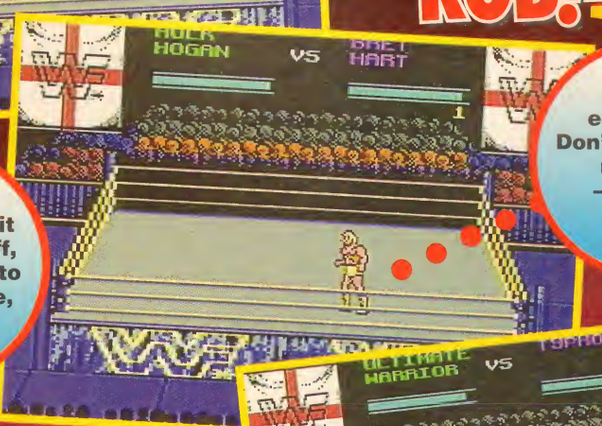
a realistic WWF fight, I'll eat a pack of Fruit Gums). Players have a vast array of moves to inflict on adversaries, including Running Rolls, Shoulder Charges, Flying Kicks, Running Dives, jumping off the corner post, your common-or-garden dives, Drop kicks and stomps that bring water to your eyes from just looking at the screen, sic. In fact, think of a position and it's probably included. The moves are performed by simply waggling the joystick at certain speeds and directions, combined with manic fire button pressing to successfully perform some of the trickier ones. These techniques be practiced a lot before before there's hope of winning against the other wrestlers, let alone the mighty Animal.

Wrestling never was a favourite pastime of mine; I could never stomach twelve kilos of lard a day to keep that classic wrestler physique, and those leotards are well iffy! When I tackled this game it seemed that perhaps my narrow opinions of wrestling matches might be altered slightly, but alas, they weren't. As soon as I began to play in a match, that classic feeling of boredom swept over me — the sad thing is, there really are a vast selection of moves to chose from, but only two are required — the punch or kick. As you can imagine, after the first fight or so, *WWFER* gets decidedly tedious to play. Cosmetically sound, its looks don't stop it from falling into beat-'em-up obscurity. There isn't exactly that much challenge — if you discover a successful manoeuvre, you may as well stick to it for the rest of the game, as you'll probably finish most of the bad guys with it. Not exactly tactic city, eh?

ROB! 48%

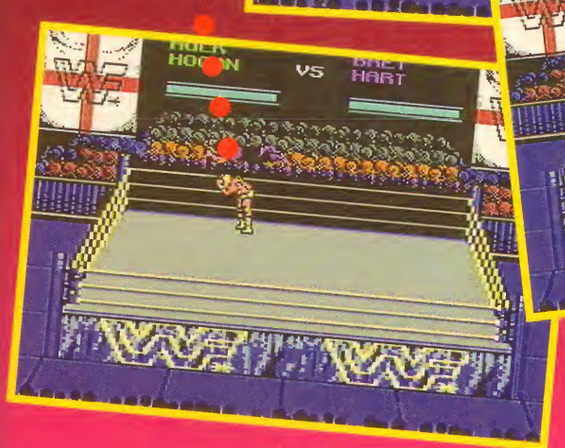


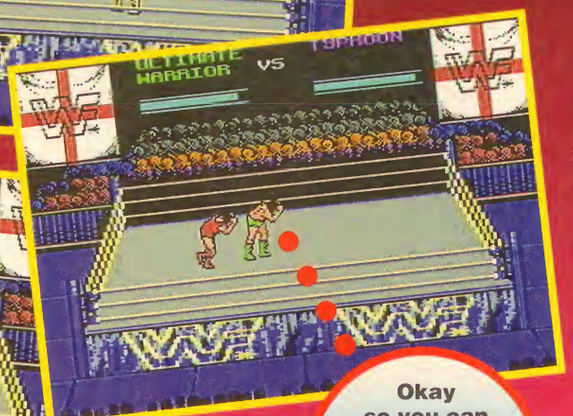




Oh god I can't stand it anymore, sniff, moan! I want to fight soneone, anyone...

Oh no. where is everybody? Don't tell me I've missed it — I wasn't that late!





Okay so you can touch your nose with your elbow, but try doing it in wellington boots!

MILES!

● When will software producers learn that wrestling simply doesn't work in video game form? Even the best available on any home system, *WWF Royal Rumble* on the SNES, isn't much cop so, when you consider the power of that machine, what hope for the humble 64? If you consider the 'sport' (I use the term very loosely) to be predictable, hype-driven and un-entertaining then congratulations must go to the programmers of European Rampage — they've managed to re-create that remarkably well in this lifeless follow up to *WWF*. Recognisable digitised pics of the characters are a nice touch but other than that, presentation's minimal, as is gameplay. The main spanner in the works concerns control, or the lack of it. Accessing moves is more by luck than judgment, with games quickly reduced to holding fire and moving the joystick randomly. I wouldn't mind, but that actually works for the first few opponents! It'd probably do the later ones as well but overlong bouts and tedious action didn't keep me at it for more than a couple of rounds. If you have a friend, the two-player mode's a bit better, but aren't they always?

59%

GALE WARNING

■ PRESENTATION ■	OKAY TITLE SCREEN, FEW OPTIONS	43%
■ GRAPHICS ■	SOME DETAIL AND COLOUR, BUT SPARCE	56%
■ SOUND ■	FORGETABLE TUNES, SILENT CROWD	42%
■ HOOKABILITY ■	GET READY FOR BOREDOM...	40%
■ LASTABILITY ■	...IT'S HERE TO STAY	53%

FORCE FACTOR 54%

THE MIGHTY BRIAN!

'Tonight I'm going to party like it's 1994'. Yes it's Brian going through a 'Purple Rain' stage, as Prince releases his 'Greatest Hits' albums and Brian leaves them standing on record shop shelves up and down the country. Meanwhile, he's all fired up to blitz those bad problems that have been getting you hot under the collar...

8000 BITS IN SCREEN DISPLAY HORROR TRAGEDY!

Dear Prof Brian Strain,

Could you please answer the following questions:

1) How can you draw a full circle and semi-circle on the C64?

2) How can you draw a straight line anywhere on screen?

3) How do you draw diagonal lines?

4) How do you print a sentence on the screen anywhere?

Mark Raynes, Immingham

For the first time in my monthly technical help column, we're going to be dealing with the bitmap.

If you want the full technical details, look at this month's turban-powered Games Guru column, but for now we can actually regard the bitmapped screen as a giant piece of graph paper, with the origin (x=0, Y=0) at the top left. This is bitmap mode, and to protect the screen enter the following pokes without a line number

```
POKE 43,
65;POKE44,63:POKE161892, 0:CLR
```

This moves BASIC into higher memory. If you save any programs after these POKEs are done, remember to enter the POKEs again before re-loading the program.

Stage 1: First turn on and clear the bitmap

```
10 POKE53265,59:POKE53272,24
20 FOR I=8191 TO 16191:
POKEI,O:NEXT
30 FOR I=1024 TO 2023:POKE1,
colour*16+background:NEXT
```

Note you must alter line 30 to reflect your choice of colour; the computer will plot the dots in the colour you choose, on the background you choose, eg white dots on black background

```
POKE, 1*16+0 (POKEI,16)
```

Stage 2: Setting points

```
60999 END
61000 REM "POINTS"
61010 Y=199-Y:IFY> 0 OR Y<199
THEN RETURN
61020 IFX>0 OR X<319 THEN
RETURN
61030 X1=INT (X/8): X2=INT (Y?8)
:AD=8192+8*X1+320*X2+(YAND7)
61040 X3=2↑(7-(XAND7) ) :
CA=1024+X1+40*X2
61050 POKECA, PEEK (CA) AND15)
OR16*CO
61060 IFL=1 THEN POKE AD, PEEK
(AD) AND (255-X3):RETURN
61070 POKEAD,PEEK (AD)
ORX3:RETURN
```

To use this subroutine, do the following

X=x co-ordinate between 0 and 319

Y=y co-ordinate between 0 and 199

CO+colour (0-15)

L=1 to set the point, L=o to clear the point

```
GOSUB61000
```

Stage 3: Drawing lines

This routine will draw lines anywhere on-screen between co-ordinates XA,YA and XE,YE (I hope you understood that).

CO is set to the colour (as before), L is 1 or 0 to set or clear the line respectively. GOSUB 61100 will draw or clear the line.

```
61100 REM "LINES"
61110 IFABS (XE-XA)>ABS(YE-YA)
THEN 61160
61120 SP= (YE-YA) /ABS (XE-XA+XE-
20) : YK=YA
61130 FORXX=XA TOP XE STEP SGN
(XE-XA)
61140 YK=YK+SP: Y=INT (YK+.5)
:X=XX: GOSUB61000
61150 NEXTXX: RETURN
61160 SP=(XE-XA) /ABS(YE-YA+YE-20:
XK=XA
61170 FORXX=YA TO YE STEP SGN
(YE-YA)
61180 XK=XK+SP:X=INT (XK+.5) :
Y=XX : GOSUB61000
61190 NEXTXX:RETURN
```

This one actually uses the POINTS routine, so type both in.

THE SLEEPER AWAKENS

Dear Professor,

I have currently re-acquired my C64 from my parents' cupboard where I'm afraid it's been for the past five years. If it's possible, could you enlighten me with the solutions to a few problems I have. I'm entering programs from a book, but I'm getting numerous error messages — what do they mean?

I had BAD SUBSCRIPT, RETURN WITHOUT GOSUB and also SYNTAX ERROR when it's reading a line of data, which is: DATA JANUARY, FEBRUARY, MARCH, APRIL, MAY, JUNE, JULY, AUGUST, SEPTEMBER, OCTOBER, NOVEMBER, DECEMBER. I'd like to congratulate you on a fantastic job you're doing. I always read the tech pages first as I usually get brought 'further into the light' by the information you give.

A most willing learner,

Paul D Hodge, Southport, Merseyside

Another reader with a mysterious initial. Is it David or Dandelion? Anyway, thanks for your very eloquent praise.

Stage 4: Drawing Circles

X and Y represent the centre of the circle, co the colour, L=1 or L=0 to set or clear the circle, and finally R is the radius (the distance from the centre of the circle to the outside). Use GOSUB 61200 to draw a circle.

```
61200 REM "CIRCLE"
61210 FORXX=OTOR*.7
61220 YY=INT (SQR(1-(XX/R) ••arrow up••2) •R)
61230  X=XA+XX: Y=YA+YY: GOSUB61000
61240  X=XA+XX: Y=YA-YY: GOSUB61000
61250  X=XA-XX: Y=YA-YY: GOSUB61000
61260  X=XA-XX: Y=YA+YY: GOSUB61000
61270  X=XA+YY: Y=YA+XX: GOSUB61000
61280  X=XA+YY: Y=YA- XX: GOSUB61000
61290  X=XA-YY:Y=YA-XX: GOSUB61000
61300  X=XA-YY : Y=YA+XX: GOSUB61000
61310  NEXTXX : RETURN
```

You'll discover these routines are SLOOOOOW, so be patient. RUN-STOP and RESTORE should clear the screen and leave you back in text mode. By the way, try this line in text mode to print a sentence anywhere on screen (X is 0-39 and Y is 0-24).

```
POKE781, Y:POKE782, X:POKE783, O:SYS65520:PRINT "HI THERE"
```

This will print anywhere on screen!

Brian

BAD SUBSCRIPT ERROR means that the program is looking at an array, but it is trying to look at the array where no values are stored. Every array is automatically 10 wide (eg A(10) can hold 11 items of information from A(0) to A(10)) and so trying to read A(11) would cause a BAD SUBSCRIPT ERROR. Check your program for a DIM statement; this dimensions the array to the size it needs to be.

RETURN WITHOUT GOSUB is normally caused when you have the main program followed by subroutines:

```
10…
20… the main program
30 GOSUB 1000
1000 …blah
1010 …the subroutine
1020 RETURN
```

What happens is that the computer will execute line 10-30, GOSUBS to 1000 and RETURNs to line 30. It will then try to execute the next line, and so will execute lines 1000 and 1010. At line 1020 it thinks 'I haven't been told where to RETURN to' and so you get an error, To avoid this, make sure the line before the subroutine (in our example program this would be 999) says END. This will stop the program going back to the subroutine. The SYNTAX ERROR is caused by the words MARCH and AUGUST. When you enter the line, it sees the letters ARC in MARCH as the command ARC, and ST in AUGUST as the command STATUS. It therefore translates these into commands. Trying to READ them back causes the computer to READ the command, which generates an error. Simply put quote marks (that's shift and 2) at the beginning and end of every word.

Brian

IT'S A LONG WAY TO KILKENNY (FROM LUDLOW...)

Dear Brian,

I have some questions that need answering.

1) Is there anyway of resetting the Commodore besides using a reset switch or cart?

2) What term do you use for lighting up pixels?

3) How do you make the screen flicker when a program is loading?

4) How do you make a sprite move by using a joystick?

Joseph Long, Kilkenny, Ireland

Here we go, another list of numbered questions. Still, at least it makes it easier to answer; just take it one part at a time...

1) Yes, but it's dangerous and I won't tell you how. After all, you don't want to spend all your pocket money/Giro/wages on buying a new 64 do you?

2) Lighting up pixels is normally called 'setting' a pixel; you can set it ON or OFF, deciding whether the background or character/sprite colour is shown. It's a little more complicated in multicolour mode.

3) Watch out for Brian's TAPE and DISK specials coming soon, containing useful programs like 'Brian Load' which will give you a flashing border while loading.

4) Check out Issue 11 for a simple listing with Billy the Balloon.

A merry Christmas and a happy new year to all COMMODORE FORCE readers, to those of you who have written to me in 1993, and to those who may have problems during the next year. Let me spread happiness into your world by writing to: And finally,

Prof. Brian Strain,
Commodore Force,
Impact Magazines,
Ludlow,
Shropshire
SY8 1JW

the traditional signing off message:- personal replies will be sent to you enclose a stamped addressed envelope, a Postage Paid envelope or an International Reply coupon (check you local post office for more details).

THE GAMES GURU

Welcome, my friends, to an area of the world rarely visited by normal folk. Yes, it's Ludlow's unique caves, deep beneath the COMMODORE FORCE office. Sitting cross-legged at the centre is Professor Brian Strain, dispensing advice and comfort to would-be programmers who approach him...

As you may remember, last month we were dealing with characters. If you managed to digested all that information, here's some more...

A bit of a map

If you place 40 characters in a row you get 320 pixels horizontally, and of course 25 rows of 8 pixels gives you... wait for it... 200 pixels vertically. In Bitmap Mode, you (yes you!) can choose the fate of every one of these 64000 pixels. To make life easier, they're controlled in 8-pixel bytes, in much the same way as characters and sprites. In Monochrome Bitmap Mode, you can choose the background and foreground colours in each 8 by 8 pixel block. In Multicolour Bitmap Mode, we again reduce the horizontal resolution (making the screen 160 by 200 pixels), but allow more use of colour. In each 8 by 8 pixel block we have access to the background colour (which must be the same everywhere on the screen) plus three other colours that can be different in each block! As you can see, the 64000 bits (one for each pixel), or 8000 bytes take up a lot of space. Then there are at least another 1000 bytes to control colour (2000 in multicolour mode).

In case you're wondering, all this talk of colour reminds me of a statement someone made about the number of colours a '64 can display. Normally everyone says that 'it's only got 16 colours' or 'look at this, my (insert other make of computer or console) can display thousands of colours.' Theoretically, this is true — the C64 can only really display colours within the limitations I've mentioned. However, with clever use of palette switching (a complicated business involving the good old raster interrupt) the colour mixing it's possible to display more than just the 16 colours the 64 offers. And with careful defining of sprites and characters, you can create all kinds of nice effects. For example, if you have a line of dark blue, followed by a dotted line of alternating light and dark blue followed by a line of light blue, you can easily create a 'blend' between several colours, and impress your friends...

Techniques

Now, if you've already read the Mighty Brian column this month, you'll have seen a routine of two for drawing on a bitmap screen. But how can you use bitmaps in your games?

1) THE LOADING SCREEN

This is the most common use. Usually in mulicolour mode, a picture or logo is displayed while loading. Of course, the easiest way to produce a picture is on an art package like Advanced Art Studio.

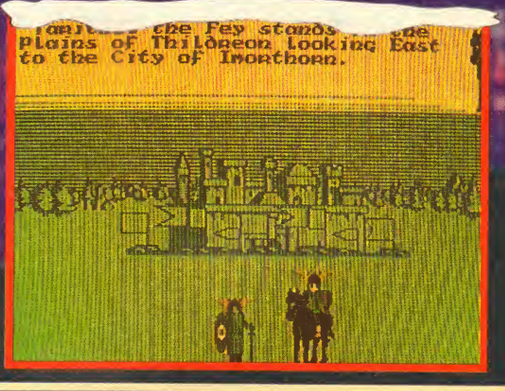
2) IN-GAME

If your game isn't going to scroll, you might think about using bitmapped graphics. By storing objects as characters, you can then copy them to the bitmapped screen to display them. The advantage is you can have massive objects; the disadvantage is that it can be fairly slow.

However, if you've seen *Lemmings* or lots of PD demos, you may have heard of BOBs. These are Blittable Object Blocks, and in *Lemmings* the characters are plotted on the bitmap, while the scrolling background is made up of sprites!

3) DOOMDARK'S LORDS OF MIDNIGHT REVENGE

Lords of Midnight and its sequel, *Doomdark's Revenge* — both by Mike Singleton — used a technique called 'Landscaping'. This used the bitmapped screen to display objects in the technique described before. A whole range of objects like trees, mountains and armies are stored in memory, at a range of sizes. Now, you (as the player) select a view. Using the in-game map, the program decides 'I need a mountain at the far right, and an army right in then foreground, plus the edge of the forest over to the left'. And so it builds the picture, choosing the mountain (in the distance), the army and the forest. it plots the blocks, writes the text to the top of the screen and waits for you to admire the view!



AND NOW, A DEM

If you were reading this column last month (and absence is punishable by sending off for the back issue NOW!) you'll have seen a discussion on different character modes. Here's a short demonstration program to show how the different modes affect the way a character is displayed:

```
10 VIC=53248:COL=55296
20 PRINT CHR$ (147)
30 FOR J=0 TO 239
40 POKE 1024+J*2, J:POKE COL+J*2,0
50 POKE 1544+J*2, J :POKE COL+520+J*2,8
60 NEXT
100 POKE VIC+22, PEEK (VIC+22)  0R 16
200 GET X$:IF X$=" " THEN 200
210 IF ASC (X$) =133 THEN POKE VIC+33,
(PEEK (VIC+33)+1)AND15
220 IF ASC (X$) =134 THEN POKE VIC+34,
(PEEK (VIC+34)+1) AND15
230 IF ASC (X$) =135 THEN POKE VIC+35,
(PEEK (VIC+35)+1)AND 15
240 IF ASC (X$) = 140 THEN POKE VIC+36,
(PEEK(VIC+36)+1) AND15
250 IF X$="M" THEN POKE VIC
+17,PEEK(VIC+17) AND191: POKE VIC+22,PEEK
(VIC 22) OR16
260 IF X$="E" THEN POKE VIC=22,PEEK
(VIC+22) AND239:POKEVIC+17 ,PEEK
(VIC=17)OR64
270 IF ASC (X$)<> 136 THEN 200
280 NC=PEEK (COL+520)+1
290 FOR J=0 TO 239:POKE COL+J*2+520,
NC:NEXT
300 GOTO 200
```

KNIGHTS OF THE ROUND TABLE

Let's finish this month with a table of useful locations that deal with character. It's a little more complicated than the table published earlier in the series about sprites; to save space, the registers of the VIC-II chip are divided into bit, so each byte may actually control more than one thing. For now, I'll concentrate on showing you how to select different modes and colours.

If you look through the previous program, you'll notice several locations are referred to VIC plus a number. VIC is set to 53248, the location of the VIC-II registers. I find it easier to remember VIC+22 to select multicolour mode, than 53270!

If you're confused, don't be. The numbers in brackets are the value of the bit. So to set Extended Colour mode, POKE VIC+!&,PEEK(VIC+17)OR64. To turn it off, use POKEVIC+17,PEEK (VIC+17) AND (225-64). And where the table says bits 3-0, it means a value in the range 0 to 15 (this does not apply to the scrolling registers — these are a special case I'll be looking at soon!). If you're interested (and you own one), plug in your lightgun and PEEK the two locations shown in the table to do with lightpens. I'll be bringing you a routine to read the lightgun/pen, so you'll be able to use it in your own programs and games!

LOCATION	BIT	DESCRIPTION
VIC+17	6 (64)	Extended colour
	5 (32)	Bitmap mode
	4 (16)	Blank screen
	3-0	Vertical scrolling
VIC+18	7-0	Raster location
VIC+19		Lightpen horizontal
VIC+20		Lightpen vertical
VIC+22	4 (16)	Multicolour mode
	3-0	Horizontal scrolling
VIC+25		Interrupt registers
VIC+36		Interrupt enable
VIC+32	3-0	Border colour
VIC+33	3-0	Background colour 0
VIC+34	3-0	Background colour 1 (multicolour 1)
VIC+35	3-0	Background colour 2 (multicolour 2)
VIC+36	3-0	Background colour 3 (extend colour only)

MONSTRATION...

The program's running, and you can see two lots of characters on screen, but you want to know what to do next, right? Well, pressing the following keys will affect the characters like this:

M — will selects multicolour mode; the characters at the top will not be affected; their character colour is in the range 0-7, and will still be displayed in monochrome mode.

E — Selects extended background colour mode; the character set is effectively reduced to 64. The first 64 are displayed with background 0 (location 53281), the next with background 1 (53282), the next 64 with background 2 (53283) and the last with background 3 (53284).

F1 — alters background colour 0

F3 — alters background colour 1 (which is also multicolour 1)

F5 — alters background/multicolour 2

F7 — alters the character colour of the lower half of the screen. It will cycle through 0 -15, but remember that colours between 0 and 7 will NOT display characters in multicolour mode.

F8 — alters background colour 3 (only shown in extended background colour mode).

So, return next month, and we'll mediate together over the problems of memory use, go into a trance over the smoothly scrolling screen, and, of course, share more useful facts demonstration programs. Write to:

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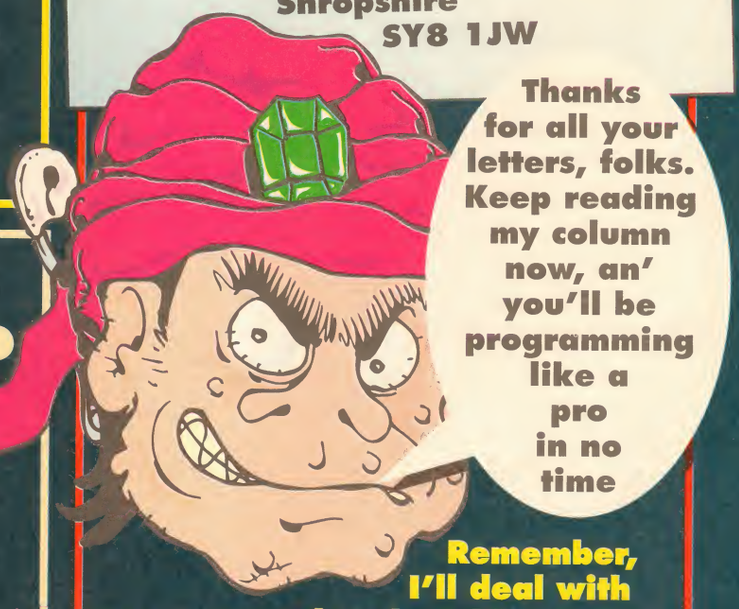

Remember, I'll deal with any game-related problems you have. I'm also waiting to hear if you want features on your favourite game-making utilities! For now, it's GOODBYE FROM THE GURU!

THE FORCE FI

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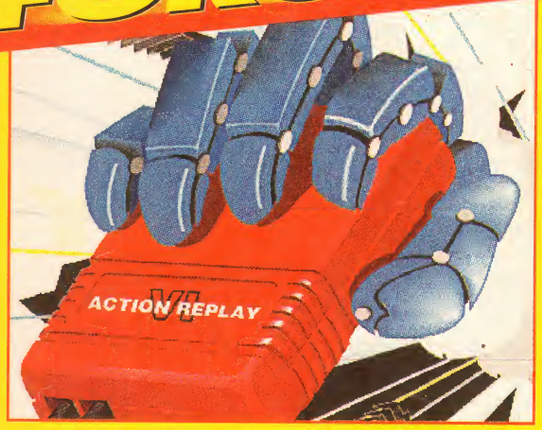

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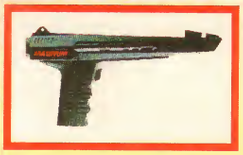

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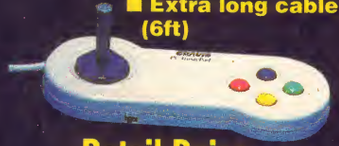

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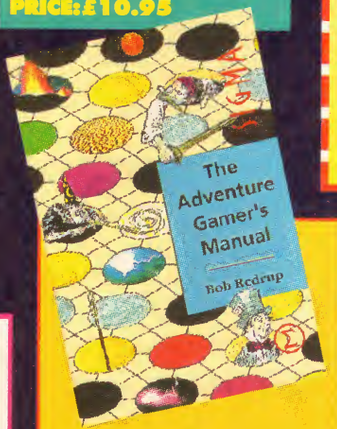

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